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**SUPER
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GAMES**

JEFF ROVIN

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INTRODUCTION

Welcome to our new series of *GameMaster* books. For all of you familiar with our eleven previous *How to Win at . . .* books, welcome back. To those of you who are reading one of our guides for the first time, it's our practice to give videogame buyers or renters the most helpful hints, useful passwords, and unbiased reviews possible.

To this, we've added something new. In light of all the debate about violence in videogames, we've also included ratings for each cartridge. From the mildest to the most intense, we've graded them as follows:

N stands for "No violence."

C stands for "Cartoon violence," meaning it's no worse than the average Saturday morning cartoon.

S stands for "Slapstick violence," which involves realistic *Home Alone*-type action.

NG stands for "Non-Graphic," which tells you that there's lots of sword-swinging, projectile-firing, and the like, but no flying limbs or blood.

G stands for "Graphic," which involves realistic and very visual activity.

XG stands for "Extremely Graphic," the equivalent of a videogame splatter/slasher movie.

Keep in mind that these ratings are not praise or condemnation of individual games.

We are vehemently opposed to the censoring of videogames, and to Congressional and state attempts to mandate labeling. This kind of meddling nearly killed comic books in the early 1950s. Moreover, who is to say

what elements constitute a GA (appropriate for General Audiences—all audiences), MA-13 (Mature Audiences), or MA-17 (Adults) game? Theoretically, a GA-rated, cartoon-style game could be *more* dangerous than a realistic one, since a young player might think that hitting a friend with a hammer will do nothing worse than produce circling stars and twittering birdies.

Besides, labeling may have the opposite effect of what its advocates intend: tell some players that a game (or videocassette or TV show) is excessively violent, and which one do you think they'll be renting that night or buying?

Having said that, we've received hundreds of letters over the years telling us that parents *are* concerned about these issues, so we've provided what we feel are helpful, broad, and nonjudgmental guides.

With that out of the way, we'd like to thank our associates and editors: Gordon Van Gelder, John Rounds, Roger Cooper, Mike and Harleigh Kidd, David Weinstein, Shay Kahrs, Megan LoDolce, Jim Trupin, and Elizabeth Beier, as well as those of you who have written to tell us what we're doing right . . . and wrong. We continue to welcome your input, though if you want a response, we *must* ask that you include a self-addressed *stamped* envelope.

Thanks, and happy videogaming!

ACTRAISER

Story: Tanzra, the evil one, has chased the benevolent Master off the world to his Sky Palace. After centuries of watching evil rule the world, the Master decides it's time to recapture his realm.

Strategies: Select the lands in the following order. We'll help you get started with tips for a few of the early, important deeds you must perform; we'll also tell you how to defeat all of the bosses as well.

Fillmore, Act I: Hit the Tree that has a face, then rush right to avoid the fireballs. Use the trees to hitch a ride across the thorns, and when you fight Centaurus, lure it to the left, crouching just to the left of the tree in the background. Hit it, though not so close that it can knee you. When the scepter lights up, run left and hug the ledge so you're out of range. Repeat until Centaurus is dead. In the Simulation, burn the Bushes above the house and build the road to the upper-left bat symbol, using Y button (Angel's) arrows to fight the Napper Bats and Blue Dragons. Lead your people over the symbol and let them seal it, then seal the symbol to the east. After clearing the Bushes south of the palace, seal the symbol to the south and use the skill of Bridge building to go west. Seal the Blue Dragons' lair.

Fillmore, Act II: Fight monsters as you encounter them, since you don't want to scroll new ones on until they're dead. Also, if you're fighting projectile-firing monsters like the Skulls, drop down to the lower ledges

when they're about to fire *or* leap up to draw their fire in that direction, then slash from below them or charge. The terrible Minotaurus will leap up and off the screen. Move around to avoid the giant, leaping the creature's axe, getting in your blows as you can.

Bloodpool, Act I: Be careful, the Logs sink fast. And kill the metal birds or they'll return. When you fight the Manticore, go to the ledge on the top right, then drop to the ledge below. The monster fires one blast at each ledge (you only have to jump one) and then returns to the top right ledge. When it does, you'll be under it, able to attack. During Simulation, build to the west. When the monsters' lair is sealed, use the sun to dry the Marshes below the Palace, and build below the river to seal the symbol of the Blue Dragons. When you have to find Teddy, he's in the cave to the east of the lake. Give him Bread for the magic Skull. Continue building to the south and seal the Blue Dragon lair. Make sure you cause it to rain in the woods northeast of the Lake. Head below the Lake and blast the Bushes, then use the Skull to close the Red Demons' lair.

Bloodpool, Act II: The boss here is the Zeppelin Wolf. Jump between the bottom and middle of the three fireballs when they're thrown, then get as far as possible from the Wizard—unless he's on one of the two middle-sized columns. In that case, get under and behind him and hack away until the fireballs are gone. When he dematerializes, go to the middle and wait to see where he ends up. If he's on the ground, or on the lowest or topmost column, stay away from him. If he's on the middle column, jump the fireballs and go under and behind him. Hit him while he's shooting his first and second bolts, and run before he fires the third. He becomes a

Werewolf when his power is half-gone; don't attack unless you're under him, and be sure to hit the Werewolf heads that fly from the sides of the screen.

Kasandora, Act I: The boss, Dagoba, rises from the sands. As it does, stand right in front of it, where its projectiles won't hurt you. Hack away at Dagoba. When it submerges, its pincers will rake down toward you; jump to the left when they're right beside you, and keep running in that direction to keep from sliding into them. When they submerge, turn and fight the monster from in front of it, and repeat. In the Simulation, cause it to rain two sections right and one up to uncover the Napper Bat lair. Shoot down at it to get the Bats and Demons. Build east to cover the lair there, then north (rain on the desert to uncover the lair), then move northeast. Rock the Pyramid there with an earthquake, then build on it and continue east. When you've sealed the symbol, you'll learn more about the Pyramid.

Kasandora, Act II: The boss of this level is the giant mask. Avoid it (obviously!) when it comes crashing to the floor; hack at it once it's down, leaping the mask's fireballs as well as the arrows that come from the walls. You can destroy the arrows, but not the fireballs.

Aitos, Act I: Go to the fourth ledge in and fling projectiles and Stardust at the dragon, and you'll have no problem. Simulation: The Skulls are a real bother—they take eight arrows each to kill, or two with your Strength of Angel power. Close their lair to the west of the Palace, acquire mountaineering skills, then shut down the lair in the northwest.

Aitos, Act II: Use Stardust to defeat the Firewheel.

Marahna, Act I: Get directly underneath the plant Rafflasher (to the right of the rock) and attack its mouth by leaping at it, using Stardust. When the tentacle attacks, jump it and run to the left to escape it, then renew your attack when it's submerged. The fireballs can be destroyed with your sword. Simulation: When you get the Herb, return to Kasandora to get the Ancient Tablet. Use it in Marahna to go to the bird-shaped island in the northeast, where you'll find the Magical Aura. Skip Act II for now and go to—

Northwall, Act I: When you face the boss, the Merman Fly, get on the side that has the most room. Edge toward the monster while the Fly drops four series of bombs straight down. After that, the creature will descend and you can hack it from one of the raised areas. Simulation: Melt the snow with the sun and build due east to close the first Skull symbol. Give the people the Sheep's Fleece, build in the northwest, and get ready for—

Northwall, Act II: The Arctic Wyvern is a toughie. It can only fire forward, so stand on a high point and get behind it when it swoops low. When you can't reach the Wyvern, use Magical Aura. Now back to—

Marahna, Act II: This is where you face Tanzra. Armed with Projectiles and Aura, stand to the left, avoiding the tyrant's fire. When the Giant Head descends, shoot to the right. Move right when it shifts, leaping up to get between its own fire (though you'll almost certainly take a few hits), then fire again when the demon descends. Unfortunately, the monster becomes more powerful when it "dies": armor gathers round its remains and brings them back to life. Stay on the left as it reforms, and use Aura to weaken it. You

must expose and strike Tanzra's blue Heart to defeat him. When you can see it, beating low in its chest, move slightly left of center, firing Projectiles, pausing only to strike at the fireballs it flings at you.

Comment: This is a classic cartridge, challenging and fun with superb graphics. You *will* feel like a mythological deity playing this game!

Violence: NG

ACTRAISER 2

Story: Heeeee's back! Thirteen of Tanzra's most devoted (and demonic!) followers resurrect their leader and take on the Master.

Strategies: You'll be using all the skills you mastered in the original game. However, since this is a password game, you can access each of the levels by inputting the following codes:

	<i>Easy</i>	<i>Normal</i>	<i>Difficult</i>
1-2:	XZKC XBZM XXZD	XZKC XBZM WTHC	XZKC XBZM FSFC
2-1:	JCLD XYTX SLCS	JCLD XYTX TMCT	JCLD XYTX XXXJ
2-2:	MLWK BPZW DTZS	MLWK BPZW YJCW	MLWK BPZW LBPJ
3-1:	MMFH MBKC WHWL	MMFH MBKC FFTL	MMFH MBKC HJWP
3-2:	MCSY HKHD KHHY	MCSY HKHD ZFHC	MCSY HKHD BYMF

4-1:	MFLT CMSP TPTF	MFLT CMSP XWFZ	MFLT CMSP WXJK
4-2:	MFLH MFDS LTYP	MFLH MFDS MXPS	MFLH MFDS PHYX
5-1:	MFMJ PLBW YYJP	MFMJ PLBW LPCX	MFMJ PLBW MSYW
5-2:	MFMJ TTLK WSFP	MFMJ TTLK FPTP	MFMJ TTLK HTWT
6-1:	MFMJ TWSY FYPX	MFMJ TWSY HMTF	MFMJ TWSY JSHJ
6-2:	MFXT SHJT BDLY	MFXT SHJT CYTP	MFXT SHJT DLWP
7-1:	MFCY BPXF CXBY	MFCY BPXF DWKL	MFCY BPXF YZJT
7-1:	MFCL YXKY CJDP	MFCL YXKY DKDS	MFCL YXKY YLZF
7-2:	—————	MFCL SYMC XXXX	MFCL SYMC PWWK
7-2:	—————	MFCL SYMX WCTD	MFCL SYMX FJSD

Here are some useful and/or fun passwords:

BJQX YRKC DLSZ enables you to play the demo mode.

MTkM SkTk HNSH brings you to the end of the game.

Xxxx Yyyy Zzzz will show you the end of the first game.

Here are a few useful Pro Action Replay codes:

7EO92104: Unlimited power-ups

7EO91D14: Unlimited energy

7EO94D99: Unlimited time

7EO91BO7: Unlimited lives

Comment: The sequel has all the challenge—though less of the novelty—of the first game. Fine graphics, wonderful sound; a worthy successor!

Violence: NG

THE ADDAMS FAMILY

Story: Suffering from amnesia, poor Uncle Fester has fallen under the spell of greedy Abigail Craven, who wants to steal the Addams fortune. Entering the mansion with her thugs, she imprisons everyone but Gomez, who must rescue his beloved family.

Strategies: Start by heading to Pugsley's den, where you'll be rewarded with numerous goodies. Also seek out the bear rug in the Lower Gallery . . . the one that's not hurling bears at you. Enter the rug's mouth to earn more power-ups.

Outside, fly up, enter the chimney, and collect what's there. Don't leave, though; go up the chimney on the other side, head down again, and go left for more goodies.

When you go into the house, go all the way to the left (in back of the stairs), then edge toward the right so you're a hair to the right of the remaining life gauge. Push up and a door will open; inside, press up again to open other doors.

When you enter the music room, don't move; when the music stops, a door will open automatically!

The code 11111 will give you 99 extra lives. Or, if you move Gomez to the left, all the way off the Continue/Quit screen, you'll enter a hidden room, which is *most* useful!

From the least to most advanced, here are some other passwords which you'll find helpful:

&1R1V

&1#RM

&1RML

D9RZ8

L6#GC

BDSXY

D6KGB

B&1A8

3G9&3

BLRXX

BLKX8

71117

W111W

21112

III5&P

Comment: Entertaining and appropriately spooky, though not particularly innovative or spectacular.

Violence: S

THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

Story: Wednesday sends her sibling out and about the mansion to find interesting and ooky things to play with. Naturally, she won't tell him where they are, so it's up to him—and you!—to locate them.

Strategies: There are no passwords in this game, so you've got to have endurance to beat it! You can take the rooms in any order: go to the Bathroom first (second door, second floor). Here are the highlights of the adventure:

1-1: Hit the three Switch Blocks left, middle, then right. Hit the ? over the gold Blocks, but don't stand on them for long: they crumble.

1-2: Go *left* at the start to enter a hidden room. Make sure you hit the Switch Block on the right and get the ? at the top left, or you can't exit. (The blocks on the top right lead to 1-5.) You can't beat the crabs, so jump them.

1-3: The ? to the right will make the Blocks vanish. Below, leap into the wall on the right for bonus points. Go left into the \$ room but don't take the \$ outside: doing so will make the Blocks solidify. Inside, hit the Blocks middle, right, left. Exit, then leap into the wall just above where you got the bonus points to be whisked behind the otherwise impenetrable Blocks above. Go right and hit the six Blocks as follows: on the bottom row, second from right, leftmost, second from left, rightmost. Then hit the top right and the top left. Leap onto the Block on the left to enter the ceiling. Once there, don't hit face Blocks until you're finished, or all

the Blocks will vanish! Back outside (above the entrance to the hidden room, and to the right of the flush chain) you'll have to make more Blocks appear by hitting them right, middle, left.

1-4: The Switch Block in the box of Blocks (upper left) will cause the ledge to vanish.

1-5: The triple-thick wall will vanish only when Pugsley finds the three ?'s. (You can walk *through* the wall to the right of the bottle of Canal 9.)

1-6: The Blocks crumble as you cross them, so don't linger. However, at the right side of the Blocks, stay just long enough to free the Switch Block so you can open the wall to the right. The ? will make the next wall disappear.

1-7: Swim to the *left* to make the Blocks vanish. Swim right, bob against the ceiling, and \$ will appear. Later, the first row of Blocks can be eliminated using a hidden switch near them; the second can be gotten rid of by treading water for a short while between the spikes. Explore *everywhere* in this area, or you'll be sure to miss something!

1-8: Follow the spike-maze to get out; exit to the left above the ledge on the bottom left.

1-9: Look for the boulder wedged between two ledges, above a spike-plant. It's not solid, and you can swim right through it!

Boss 1: To beat the Quadrapus, swim clockwise, avoiding its tentacles. Touch its head six times (two on each lap) to destroy it. You'll be rewarded with item one: Octopus Ink!

Next, climb the rope in the hallway to reach the attic: Lurch's Lair.

2-1: To get the ? in the upper right, simply walk through the wall to its left. You'll have to ride missiles to

accomplish everything you need to do on this level: use them to blow up walls.

2-2: You can get to 2-3 via the lower left exit, and 2-4 via the door in the upper left.

2-3: A small room with lots of \$!

2-4: You've got to jump Pugsley up through an opening to the TNT plunger to blast the Blocks.

2-5: Duck the missiles or ride them; duck or leap the mines.

2-6: Exit via the second doorway from the bottom, or you'll be sent back through rooms you've already cleared.

2-7: Missile-riding is the key to getting everything you need here.

2-8: You'll need to grab a ? in the upper right to be vaulted through the wall above it.

The rest of the levels utilize the skills you've acquired till now. Finally, you must confront:

Boss 2: To defeat the Big Cheese, you have to hit it on its head, avoiding the mice that scurry from both sides of the screen and dashing beneath the cheese the boss throws as well as the cheese that falls from above. Use each bounce off the Big Cheese's head to land on the far side of the room, so you'll have time (and room) to avoid the next onslaught. You will be rewarded with Moldy Cheese.

The bosses of the remaining levels can be defeated as follows:

Boss 3: Arak-Noid, a.k.a. Mr. Spider, will give you Venom when you're victorious. To beat it, climb to a high cocoon, drop onto the boss's head, leap back up, and repeat. When the cocoons vanish, you'll have to leap from the backs of the small spiders to gain sufficient height to bop the boss.

Boss 4: Toast Breath the Dragon vaults from side to side. Jump on the lizard's head when it lands; it'll leap to the opposite side of the screen. When it lands, bash it again. When it breathes fireballs, simply leap or duck and continue your assault. You'll be rewarded with Dragon's Fire.

Boss 5: Sudsy the Washing Machine is simple to beat. It will spit clothes at you, but if you're fast, and leap from the wet wash to the top of the boss *as soon as the clothes come flying out*, you'll be okay. You'll also be given Underwear. Just one more item to go!

Boss 6: You can only reach the vulnerable head of the Wizard by leaping from his hands. When you're on the floor of the freezer, the Wizard will fire lightning (run in one direction to escape the bolts) and fiery skulls (leap 'em).

Comment: Excellent graphics highlight this game, which even the experienced videogamer will find challenging.

Violence: C

AEROBIZ

Story: You're in charge of an airline. Your job: to build new routes, buy aircraft, and keep your fleet in fine flying fettle.

Strategies: Your priorities should be to open routes, buy planes, and keep up repairs. Buy stock with extra funds to fend off hostile takeovers, and don't over-

buy slots on each route. Solidify your routes and company first. Be sure to consult your board regularly.

When fare wars erupt, always undersell your rivals. When real wars erupt, stay clear of those regions! (In other words, check current events regularly.)

Now . . . this is *not* much of a help, but it *is* amusing! When the Title Screen comes on, hold down the Select button and push Start. This accesses the sound test, which is operated using the up/down controls to select any of the two dozen sounds, and the A button to play them.

Comment: A rare and welcome videogame—one that challenges the mind and gives young players a good idea about how the real world operates.

Violence: N

AERO THE ACRO-BAT

Story: Our fanged, flying, frolicking friend is out for fun, flitting fro (and to) through fanciful forests, funparks, and more!

Strategies: There are four colorful worlds, the highlights of each are as follows:

The Circus, Act 1: You've got to jump on the Platforms until they disappear; the number of Stars above them indicates how many times you have to jump on them. Move the Cannon to the right (midway between the barriers) and launch yourself into a bonus area.

Act 2: Use the Trampoline to get the Ball on the

Ledge; it will take you to a bonus stage after you complete the act. Fire the Cannon at approximately twenty percent *below* full power to get a Key and Life; move the next Cannon right and fire through the Rings to pop the bubbles.

Act 3: Use the Parachute to get items; don't enter the second door at the bottom until you've gone through the ceiling to the hidden room. Move the Cannon to the far right and fire yourself using maximum power. Move the Cannon beneath the Rings and fire up at full power. Use Stars against the Clown and go right on the Trapeze. After the Elephant, a three-star Ledge, a Ladder descent, and a trapeze Clown, drop from the Ledge and go right to another hidden room; on the Ledge beyond the unicycles, you'll find yet another secret area.

Act 4: When you reach the Bubble Machine, move it to the right just a bit, and ride the Bubbles to access power-ups. You've got to get through twenty-five Hoops to clear this act, jumping on Seesaws, Trampolines, and Balloons.

Act 5: You've got to find all the Light Switches, then battle the Stilt Brothers. Leap up and use a Drill Attack against the Stilts themselves. Go from one to the other, so the Brothers remain at equal height; this also limits the number of fiery pins the Jugglers can drop. When they are at their shortest, attack each one's feet three times; while one flashes briefly (meaning he can't be hurt), attack the other. Use small jumps to avoid fires on the ground.

The Funpark, Act 1: A key here is to jump from Seesaws and go immediately into a Drill Attack to gain distance. Use the Spinning Sun and Balloon to reach an

extra life, and use the Saucer Ride to ascend. No surprises otherwise.

Act 2: The Roller Coaster is tough. To make it across the long gap near the middle of the first area, keep up your speed by leaping up the hills and over the water. (After the water, duck under the first set of Spikes and leap the second.) After the second and third Clown mouths, jump while ascending the first hill, jump when you reach the bottom to clear the water, then duck the Spikes. You'll have to perish a few times to get the feel of the ride.

Act 3: When you use the Cannon to fire yourself up between the Spikes, place yourself under the *middle* of the three vertical passages. The other two end in Spikes. While looking for the fourth Key, press to the right while you're ascending on the Elevator and you'll find a hidden room.

Act 4: You'll have to go through this act several times, recognizing the patterns of the obstacles, before you'll be able to fly through. Before you get to the third rotor, go up the left wall to the B icon. If you make it through the act, it will reward you with a bonus round.

Act 5: To get through the twenty-five Hoops, you'll need to fly and use the Trampoline; remember to Drill Attack for added distance. When you come to the Swinging Sun Platforms, avoid the Spikes by staying on the right. The boss here is Mr. Bubbles. Drill Attack the Clown's nose when the hand is retreating; stay clear of his Tears by dropping to lower Platforms or scurrying up over the face.

The Woods, Act 1: You can go left through the wall to Clock on the wall. Exiting and going right, you'll reach a fat Tree. Beyond it is a Trampoline; use it and a Drill

Attack/right jump to get the 1-Up. Back at the Tree, climb all the way to the bottom and go left. Beyond the Tightrope is an extra Life atop other goodies over the Seesaw. Enter the wall to the left of the Seesaw. Remember to leap all gaps here by going back, getting a running start, and Drill Attacking for extra distance.

Act 2: This is a running and jumping level; no special tricks.

Act 3: A Bungee jump act: be prepared to shift left or right as you drop to avoid obstacles. Check *above* each Bungee area for bonuses.

Act 4: A log flume ride similar to the Roller Coaster.

The Museum: You'll get through using the skills you've acquired by now. Then it's time to meet the boss, who's a killer—literally. First, the big Clown head will try to hit you with water from the Flowers on his cheeks: Drill Attack his jaw to shut it and prevent any Clowns from emerging. After you bop the boss five times, he'll leave . . . and you must pursue. The next time you meet, it'll take ten hits to the jaw to cause it to fall off: the Flowers will continue to squirt, firing three times between each opening of the jaw. Following the boss once more, you must hit the jawless Clown head fifteen to eighteen times in the *nose* to defeat him, all the while killing the Clowns that drop from his demanding, demandibled mouth.

A couple of Pro Action Replay codes which may prove helpful are 7EOCCO59, the code for unlimited time, and 7EODOOOO, the code which permits you to stroll right to the end of the level.

Comment: You'll get your money's worth out of this one. *Aero the Acro-Bat* is an extremely difficult game with delightful animation and unusual obstacles.

Violence: C

ALADDIN

Story: In ancient Agrabah, poor, young Aladdin and his monkey pal Abu must find and travel through the magic lamp, enlist the aide of the Genie, make his way through a Pyramid and Palace to thwart the evil vizier Jafar, and win the hand of the Princess Jasmine.

Strategies: There are seven levels of play, as well as a bonus round. To access the different levels, use these passwords:

Level 2: **Genie/Abu/Aladdin/Sultan**

Level 3: **Jafar/Abu/Jasmine/Genie**

Level 4: **Genie/Jafar/Aladdin/Abu**

Level 5: **Abu/Aladdin/Genie/Jasmine**

Bonus: **Jasmine/Jafar/Sultan/Jasmine**

Level 6: **Jafar/Jasmine/Aladdin/Jafar**

Level 7: **Aladdin/Jasmine/Abu/Sultan**

To guarantee you get to the Bonus Round, stand on the open Treasure Chest and leap for the fluttering Scarab. Upon accessing the Bonus Round, wait till the Genie blinks while the wheel is spinning and tap any of the buttons. You'll get a 1-Up almost every time.

The Pro Action Replay codes are as follows:

- 7E03-6E01: Start with the Apple
- 7E03-6E99: Start with the White Gems
- 7E03-6937: Infinite Apples
- 7E03-6708: Infinite Energy
- 7E03-6433: Infinite Lives

Comment: Faithful to the movie, with colorful graphics and fluid animation, this game is fun—though not especially challenging for the experienced video-gamer.

Violence: C

ALIENS

Story: Having survived two encounters with Aliens, Ellen Ripley crashlands on the desolate penal planet Fiorina 161. Not only are there more Aliens afoot, but there are human prisoners for our nearly bald-headed heroine to rescue. . . .

Strategies: To go directly to the different stages, input the following passwords:

- Stage 2: QUESTION
- Stage 3: MASTERED
- Stage 4: MOTORWAY
- Stage 5: CABINETS
- Stage 6: SQUIRREL

The code OVERGAME will bring you to the concluding section.

Another way of executing level skip is this:

On the Options screen, use Controller 2 and press C, Up, Right, Down, Left, A, Right, and Down. Normally, you'll hear a "beep" (if not, try again). Pause the game and push the buttons C, A, and B. The screen will be framed in green: discontinue the pause option and you'll find yourself on the next level.

In order to start the game with greater abilities, do the following. Start playing the game, then hit A, B, Y, and X on Controller 2. Press A on Controller 1, and a number will *usually* appear on the top left of the screen. Re-enter the code on Controller 2, then change the number using the B or X button. Repeat until you've got the game set where you want. The numbers indicate the following:

- 1: Invincibility
- 2: No Damage
- 3: Invincibility
- 4: Unlimited Weapons
- 5: Unlimited Weapons *and* Invincibility
- 6: Unlimited Weapons *and* No Damage

Comment: This is a pretty traditional shoot-'em-up, highlighted by some impressive Alien animation and lively action.

Violence: NG

AXELAY

Story: Spaceships from the Armada of Annihilation have attacked the pacifistic Illis planetary system. You are the captain of the mighty Axelay Stratafighter . . . all that stands between the enemy and your home.

Strategies: The best way to defeat the bosses of each stage are as follows:

One: The boss Arachnatron is a giant green mechanical spider who shoots laser-webbing and unleashes mini-Arachnatrons. Scoot from side to side to avoid the webbing, dash up to avoid the mini-spiders and *their* lasers, and keep up a steady fire on Arachnatron's blue sensor. When it's destroyed, you'll be given Explosive Bombs.

Two: The T-36 Towbar is a bipedal robot armed with a wide-range laser beam and a machine gun. As soon as the boss appears, stay on the left, start shooting at its gun and *keep* firing! Once the gun is gone, you can deal with the robot proper: aim for the joint that connects the head to the body. When the Towbar fires its laser beam up, go to the right, behind the robot, and continue your attack. When you beat it, you'll be rewarded with the Needle Cracker.

Three: The Regeneratoid starts out as a sphere circled by a quartet of smaller turret ships. Take out these ships and the sphere metamorphoses into a large conical vehicle that fires projectiles down at you. Avoid or blast the projectiles, while shooting at the ship's guns. Once the cannons have been destroyed, Regeneratoid transforms into a giant orange armor-plated ship. The guns that light up fire lasers at you; the others fire projectiles. Avoid the lasers and blast the missiles; when you can,

get off as many rounds as possible at the plum-shaped area in the middle of the ship (between the two innermost laser cannons). You'll know you're succeeding when the center glows yellow. When you've won, Explosive Bombs will be added to your arsenal.

Four: Use Round Vulcan to protect yourself from the rockslide, after which you'll face Aquadon, a Dali-esque fish with a blue blob toward its top. The mutant's beam won't hurt you, but it *will* change the weapon you've selected. Avoid the purple ray and keep firing with Needle Cracker; Aquadon isn't so tough. Win and you'll get the Morning Star.

Five: When the lava parts, watch it: the giant lava beast Wayler emerges from its depths. Wayler will launch a threefold attack. It fires volleys of three fireballs, which are easy enough to duck; it sends globs of lava flying around the screen, which are also avoidable; and it launches a tongue of fire. Watch for the demon to cover its face with its hands: that means the last of these is about to erupt, and you should tuck yourself against one side of the screen or the other to avoid it. Meanwhile, shoot the right side of the monster (your right; its left). Its green heart will be revealed before long, and your continued fire will stop it from beating. Your prize is the Wind Laser.

Six: The midstage boss is tough here: it tears away pieces of the floor and ceiling, creating a vacuum that sucks your ship in. Attack the ships behind the midstage boss, then attack it from the front. You'll find its vulnerable red spot soon enough. The boss Veinion is a multifaceted killer. First, avoid the circling rocks by rotating in the same direction they do, all the while firing at the boss. When a green spot appears, watch it: the screen

will be *filled* with the boss's projectiles. Move to the top half of the screen and fire the Needle Cracker as you avoid the bullets. When you've evaporated Veinion's armor, it sends out clones of your own ship which fire only when you do. The boss also fires acid bullets; the Round Vulcan is most effective against these. When you can, move to the top and shoot at the boss's center.

For Pro Action Replayers, use the code 7EOO-5EO3 for unlimited lives.

Comment: There are some amazing graphics and exciting gameplay in this dogfight game, which features screens that scroll toward you as well as side to side.

Violence: NG

BATMAN RETURNS

Story: As in the movie of the same name, the Caped Crusader must make his way through Gotham City, battling the nefarious Penguin—who's running for mayor—his henchmen (and henchclowns, among others), and the wicked Catwoman.

Strategies: There are seven scenes in this video game; here's how to beat the bosses in each.

"Ambush in Gotham Plaza": Avoid the leaps of Stungun Clown by ducking; if he somersaults at you, jump over him. The Stungun is easy enough to avoid, and you should have no trouble Bataranging him to submission.

"Battle in the Streets of Gotham City": Tattooed Strongman is the boss. Don't bother with his clown as-

sistants, since they'll keep coming whatever you do. Use Cape Sweep to drain Strongman's energy; though Batman's meter will also be drained, it's necessary in order to get the Caped Crusader close to his foe. When the villain's meter is about halfway down, use Flying Jump Kicks to finish the job.

"On the Prowl": Catwoman is your foe here. Wait for the whip-snapping villainess to come close to Batman, then use the Cape Sweep against her. When she backs off, throw Batarangs to stagger her, then employ the Flying Jump Kick to knock down her energy. When you see her whip begin to twitch, get behind her. If she runs at you or starts doing flips, either run *or* approach her at an angle. This will enable you to grab her, at which point you must execute an attack quickly or she'll get away.

"The Penguin's Trap": After fighting Catwoman again (deal with her as you did before), you must face the Penguin. Leap or run from the umbrella bombs before they explode, and—*very* important—continually hit him with Batarangs, even when he flies past you. Beware: the Penguin will toss umbrellas off the screen in threes. They'll come flying in the other side, so duck to avoid the first two and leap the third.

"To the Batmobile!": Your enemy here isn't just a person but the well-equipped Campaign Vehicle. Thin Clowns hang from the sides, throwing dynamite and shooting missiles; steer wide to avoid them (most of the time, you'll steer to the right) and return fire as soon as you're able. Pay no attention to the Bikers who ride around the streets, since they can do little harm and distract you from your primary target.

"Circus Train": The Organ Grinder uses his instru-

ment like an axe, or can fire projectiles from it. When he fires, duck to avoid the bullets. When he stops, rush in and beat him to a pulp. (Don't worry about the Grinder's monkey: it just sits there and watches its master take a lickin'!) Be careful, though, not to let him get in *his* licks: just a few hits from the Organ, and it'll be playing Batman's requiem.

"The Penguin's Lair": The Duck Vehicle is the "boss" of this level. Attack it with Batarangs and, when it rises, jump up and to the other side (you can pass through the extensors without being hurt.) Turn and continue your attack, using the R or L buttons to protect yourself from the missiles the Duck fires. Repeat until it's defeated. When you've fricasseed the Duck, it's time to fight the Penguin once again. The fiend is more versatile than before, able to fly, shoot bullets or fire from his umbrella, throw his trusty old exploding umbrellas, or even smash into Batman. Assuming your energy level is high enough, get in and use Cape Sweeps to weaken the Penguin, or use Flying Attacks to weaken him. Patiently work your way in, avoiding his weapons, and punch him when you're close; if you manage to snatch the Penguin from the skies (*after* he's thrown his umbrella bombs), or are otherwise able to throw him to the ground, do so . . . but *don't* stick around to hit or kick him. This bird bites!

If you need a little extra help, here's how you can get extra life. Go to the option mode and select Rest. On Controller 2, push Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A. You'll hear a tone: when you do, use Controller 1 to choose nine Batmen.

For players who want Pro Action Replay codes, try the following:

7EOO-8C09: Nine Lives

7EOO-9009: Nine Bombs

7EOO-8A50: Continuous full power

Comment: This is a visually impressive, moderately challenging punch-and-kick-type fighting game.

Violence: NG

BATTLE CARS

Story: It's the future, and you must race your heavily armored, radically weaponed vehicle against heavy-duty competition through tracks in Newtroit, Nuevo Vegas, and other exotic locales.

Strategies: You'll learn the various twists and turns of the tracks, but here are a few key tactics to remember:

If someone is following you too closely, hold down the L and R buttons, then push Down when you're airborne. This rapid-reverse technique will enable you to get behind and blast tailgaters! You can also fire a Homing Missile, then hit the brake: the Missile will automatically track and destroy the car as it passes you.

Don't use Grenades unless you're on a straightaway. Otherwise, you may not have enough time to aim them.

If you have a choice between Discs and Homing Missiles, use the latter: they're more accurate.

There's a secret game hidden in this program; here's how to access it. After you finish the game in the Normal Mode, you'll be given a code: push Up, Down, L, R, then Select on the Title Screen. If you go to the Option

Screen you'll find an added choice—the Mystery Mode, which allows you to play the game using an overhead view.

Comment: This is a well-animated game with solid graphics. It's a terrific cartridge for multiple players, and there are enough surprises to keep it from becoming routine.

Violence: NG

BATTLETOADS IN BATTLEMANIACS

Story: One or two anthropomorphic Battletoads, Pimple and Rash, must use all of their martial skills to rescue Michiko and Zitz from the evil Dark Queen.

Strategies: Each of the areas requires some heads-up playing to get through them.

Ragnarok Canyon: It's named after the twilight of the Norse gods, but don't let this be *your* twilight! Watch the shadows of the Fireballs so you know where they'll land. When you face the purple Pig, make sure you get him down and *keep kicking him* when he's down. (It may not be fair, but this is a matter of life and death!) The boss Pig leaps in the air and tries to flatten you: when the big bacon lands it stays still for a second, so get in three hits with your Head when it does. If the Pig moves off the left side, go to the far right and watch for its shadow to appear.

The Hollow Tree: Hit the Wasps and *continue* hitting their dead bodies for 1-Ups. Attack the heads of the

Snakes with your Sled; if you try and punch them, they'll get in one or two bites for every hit you dish out. Don't bother fighting the Rats: they're too strong. Dodge their Missiles. On the other hand, you can't avoid the magnetic Mice, so punch them as soon as they draw you within range. When you pass through the Fans, stay toward the middle . . . ready to make an adjustment when a few try to pull you toward them instead of blowing you away. When you accelerate after the Fans, stay to the top of the screen so you can watch and avoid the Spikes scrolling on from the bottom.

Turbo Tunnel: There's nothing you can do here but memorize or map the obstacles, so you'll know when to move up, down, or jump.

The Snake Pit: You've got to ride giant, coiling Snakes through deadly spikes: as a rule, stay to the back of the Snakes so you have more time to study the terrain and prepare for the jump to the next Snake.

Bonus Stages: Rats attack as you float through here, collecting Bowling Pins (and points). When they move from side to side (top to bottom), time it so you can dash through. When they come straight at you, dodge them.

The Roller Coaster: It isn't bad enough you've got to ride this thing: you've also got a guy named Fuzz chasing you with a buzz saw (Shouldn't that be a Fuzz saw?). Be prepared to duck low walls (press Down), leap gaps (A or Y), and execute combinations thereof. In some cases, you might not be able to dive and then leap *immediately*, as the game demands. If that's the case, take the hit by not ducking, so you can save your life by jumping!

The Dark Tower: You've got to race a trio of Rats to the TNT. They're faster than your toad on the long

Ledges, but slower on the moving ones. Try hitting a Rat at the end of a long Ledge: more often than not, the rodent will be confused and scurry off in the wrong direction.

The Dark Queen: The teleporting villainess does not follow any patterns. Avoid her when she beams around and throws Masks at you, but make sure you're close enough to bop her before she teleports away. If she's on a high Ledge, you can jump up and get her from below. If she's on the ground, leap the Mask and strike her. You have to hit her about two dozen times before she throws in the towel.

To help you get through the game, you can start with five Lives and five Continues (instead of three and three) by simultaneously pressing A, B, and Down during the Title Screen; continue holding them when you press Start. When the Battletoads flag appears, the screen will flash red to show that the boost worked.

You can also access a Warp menu, and start the game with ten Lives, by going to the Character Select screen and pressing Up, Down, Down, Up, X, B, Y, A.

Finally, use the Pro Action Replay code 7E003E02 to play the game as Rash.

Comment: Superlative graphics and killer gameplay; a classic.

Violence: C

B.O.B.

Story: In the year 2199, on the way to pick up his date, the young robot B.O.B. totals his car on a danger-filled asteroid. You have to get B.O.B. through this world and others so he can keep his rendezvous.

Strategies: To give yourself a powered-up beginning, use the password 593172 when you Continue a game. This will take you to the start of level three with ninety-nine of each weapon, and nine of every remote.

If you want to go directly to different worlds, use these codes:

171058

950745

472149

572451

272578

652074

265648

462893

583172

743690

103928

144895

775092

481376

And for some extra inputting experience, try:

672451

165648

583172

743690

144895

481376

Comment: This is a colorful if fairly standard shoot-your-way-through-rooms-type game. Challenge is average.

Violence: C

BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND

Story: Maybe this should be called *Clothes Encounters*: the queens Poly and Ester rule over Rayon, planet of the Woolies. Yarn collectors, they head to Earth to get more. Naturally, Bubsy the bobcat seeks to unravel their dastardly plans.

Strategies: Yes, you *can* beat the large Woolies at the end of the last level. Keep Bubsy in the air, dropping him onto the heads of the bosses.

In order to go ahead to later levels, hit the Select button during the Title Screen to go to the Option Screen. Select password and use these codes:

Chapter 4: **MKBRLN**

Chapter 5: **LBLNRD**

Chapter 6: **JMDKRK**

Chapter 7: **STGRTN**

Chapter 8: **SBBSHC**

Chapter 9: **DBKRRB**

Chapter 10:	MSFCTS
Chapter 11:	KMGRBS
Chapter 12:	SLJMBG
Chapter 13:	TGRTVN
Chapter 14:	CCLDSL
Chapter 15:	BTCLMB
Chapter 16:	STCJDH

Pro Action Replay codes are as follows:

7EOO-A206:	Shadow
7EOO-A304:	Invincibility
7EOO-DF50:	Infinite time
7EO2-ODO8:	Infinite lives

Comment: This is a charming game in the *Sonic the Hedgehog* mold, with sparkling graphics and exciting gameplay for all ages.

Violence: C

BUGS BUNNY RABBIT RAMPAGE

Story: The plucky rabbit races through ten adventures, each of them inspired by a classic Warner Bros. cartoon.

Strategies: Here's how to deal with some of Bugs's most tenacious foes.

Elmer Fudd: He walks back and forth, so drop Bugs into a hole, wait until Elmer has passed, then leap up and kick him from behind.

Bad Bill McGill: Stay near the bad guy and use the Squat Buster maneuver to discombobulate him.

The Bull: Stand in front of the Wooden Targets and leap over them at the last possible instant. This will enable Bugs to reach the lever that activates the Steel Wall, which you must get the Bull to ram. Also, use the Red Cape to hide Anvils (some of which are buried and must be unearthed); these will also knock the Bull for a loop.

Yosemite Sam: (Daffy) duck beneath the Lance as Sam charges, and kick up, against his nose, when he passes.

Tasmanian Devil: The whirling dervish from Down Under can bash through most trees . . . but not the Tree at the end of the level. Get him to hit it, and a giant Nut will fall and finish him off.

Wile E. Coyote: Kick the Acme control booth to get the scrawny coyote out, then leap repeatedly on his head.

Crusher: You've got to kick the boxer in the butt, but to get behind him you've got to confuse him. Execute a Spinning Attack off the ropes, and also use the Round Bell and Tomatoes to befuddle him, then move close and get your kicks.

Comment: Excellent animation, color, and detail, and vivid gameplay. Fun for young and old.

Violence: C

BULLS VS. BLAZERS AND THE NBA PLAYOFFS

Story: It's championship hoop, as real-life National Basketball Association teams vie for the crown!

Strategies: To play as the Chicago Bulls, use the following codes:

First Round, Bulls vs. Cleveland Cavaliers:

- Game 1: CXLBBCBN
- Game 2: CXLBLCBP
- Game 3: CXLBLBVG
- Game 4: CXQBLCVM

Second Round, Bulls vs. Miami Heat:

- Game 1: CXZBLHVP
- Game 2: CXZBLFVT
- Game 3: CXZCLFWZ
- Game 4: CXZB2FVT
- Game 5: CXZB2KVR
- Game 6: CXZC2KW2
- Game 7: CXXC2CW6

Third Round, Bulls vs. Detroit Pistons:

- Game 1: CXXC2WW8
- Game 2: CXXC2MW4
- Game 3: CXXC23W3
- Game 4: CXOC2CWO

Final Round Bulls vs. Portland Trailblazers:

- Game 1: CXOW2CWZ
- Game 2: CXOW4CWJ
- Game 3: CXOM4CWF
- Game 4: CXOM3CVV
- Game 5: CXOM5CVC

Game 6: CXO35CVC

Championship Finale: CXW32CVS

For other matchups:

First Round Bulls vs. Indiana Pacers:

Game 1: ZXLBBCBX

Game 2: ZXVBBBVN

Game 3: ZXQBBCV#

Second Round Bulls vs. Miami Heat:

Game 1: ZXQBBHVV

Game 2: ZXQBBFV5

Game 3: ZXQBBKV6

Third Round Bulls vs. New York Knicks:

Game 1: ZXNBBCV9

Game 2: ZXNBBWV8

Game 3: ZXNBBMV6

Game 4: ZXNBB3V7

Final Round Bulls vs. New Orleans Jazz:

Game 1: ZXSBBCV4

Game 2: ZXSBD CVX

Game 3: ZXOBCCVN

Game 4: ZXOBFCVF

Championship Finale: ZXWBBCVF

Comment: Extremely realistic gameplay with fine animation; a terrific sports cartridge.

Violence: N

CAL RIPKIN JR. BASEBALL

Story: The Atlanta Braves take on other top teams in this major league baseball simulation.

Strategies: You *know* how to play baseball, so once you master the controllers you'll do just fine. However, here are a few codes to add to your enjoyment of the game. To play the following teams in the championships, input these passwords:

Atlanta vs. Detroit: **XQDJKJBDSPLDGGGFFRC**

Atlanta vs. San Francisco:

RFFJKJBDSPKDGGGFFRC

Atlanta vs. Baltimore:

RGGJKJBDSPKDGGGFFRC

Atlanta vs. Los Angeles:

XQDJKJBDSPLDGGGFFRC

Atlanta vs. Boston: **SLCJKJBDSPLDGGGFFRC**

Atlanta vs. Oakland: **VNDJKJBDSPLDGGGFFRC**

Atlanta vs. St. Louis: **SLCJKJBDSPLDGGGFFRC**

Atlanta vs. Minnesota:

WPDJKJBDSPLDGGGFFRC

and

Atlanta vs. Atlanta: **RCCJKJBDSPKDGGGFFRC**

To field a team composed entirely of Cal Ripkins, go to an Exhibition Game and hit Start. When you're shown the Team Select Screen, hold down the L and R buttons and hit Start: an AllCal's team will be suited up and ready to play.

Comment: Hits a triple on realistic game play, with good graphics.

Violence: N

CHOPLIFTER III

Story: Hostages are being held in hotspots around the globe, and it's up to you and your hitech chopper to get them out.

Strategies: The keys to surviving include:

You earn additional points for rescuing more hostages than you were sent to collect. To do this, save one hostage less than you're supposed to. This will enable you to return and gather more.

When cases are dropped via parachute in Sector 1, be careful to shoot the case but not the shroud; you can't pick up the goods if they plummet to earth! (By the same token, you can save time by blasting the 'chutes of enemy paratroopers.)

In the Sector 2 Desert Caverns, hang back far enough so you can shoot stalactites and stalagmites that join to form barriers. When you tackle the giant Driller, blast the laser turrets before you turn your missiles loose on the hatch on the side.

When saving hostages by ladder in the Sector 3 Sea Rescue, *don't* reel the ladder in until the last hostage is safely aboard. Otherwise, he/she will fall. When you face the Gun Boat, drop flares to decoy enemy missiles.

Beware the Flash Pots on the Sector 4 Sky Scrapers. They'll burn the metal skin of your chopper.

Comment: This is a lively flight game, though not much different from others of this type.

Violence: NG

THE COMBATRIBES

Story: You take part in a rough-and-tumble hand-to-hand fighting game.

Strategies: To start out with ten continues, hold X, A, and L on Controller 2 and reset the game. During the Title Screen, let go of the buttons, choose your game, and play away!

To begin the game with thirty lives, do the following on the Game Over Screen. Using Controller 2, simultaneously hold down L, R, and Select. When the next Title Screen appears, go to the Option Screen and adjust the credits to thirty.

To shorten the fights from three to one round, hold down A and B on Controller 2 and restart the game. Select any Vs. game and start.

Use the following codes for extra excitement in the Vs. mode:

0197

1189

5093

4949

9207

And if you're really looking for a challenge, do the following: Using Controller 2, hold down A, B, the top

L and the top R. Still holding them, reset the game. When the Title Screen appears, let go of the buttons and you will be able to play at a *super*-difficulty level.

Comment: Above average, as these kinds of games go.

Violence: NG

CONGO'S CAPER

Story: A prehistoric ne'er-do-well has abducted Congo's girlfriend and he has to rescue her.

Strategies: There are thirty-five areas and ten bonus stages. Here are a few highlights to get you started:

To break blocks in Area 1 of the Valley Stage, hit a Fuzzyneck, move it into position, and hit it again. In defeat, your foe becomes an unwitting ally! Use Super High Jumps to grab pink Pteranodons: they take you to bonus stages. When the Green Meanie attacks, don't flee! Just swing your Club, and the dinosaur will get cold feet after a few charges. Five hits will make the creature extinct. In Area 2, use a clobbered Fuzzyneck as a trampoline to vault you up the sides of mountains. In Area 3, Congo can walk *through* the second hill he encounters to collect the power-up inside. Watch out for the Pteranodons here: they're dive bombers!

When you face T Rex, position Congo under its claws and swing your Club. You *may* feel as though you aren't connecting, but you are. Pause only long enough to bash the Fuzzynecks that come from the right. To defeat the Demon-Kid, stay in the middle of his chamber until he

descends. Swing your Club when he nears, and duck the Fireballs. When he fires a purple Bomb, High Jump to a Ledge on the other side.

In the Speeding Stage, High Jump to the pink Pterandon to reach a bonus area. You can also try running and jumping off the highest section of the Rock Wall to the right. When you face the boss Ninja Master, you'll notice that he appears and disappears in a pattern. Anticipate where he's going to be next, wait there, and bop him when he materializes. Obviously, you've got to duck the weapons he throws.

In the Modern Technology Stage, you beat the dinosaur machine by staying on the left and clubbing its head when it approaches. To beat the spaceship boss, stay out of its way until it lands, then dash over, hit it, and get away quickly. Repeat until it's destroyed.

To beat the Viking in the Water Stage, stay out of the reach of the two rounds of Spikes, and avoid going up to his level (where his hook may nail you). Simply attack from underneath.

During the Ghost & Ghouls Stage, you'll have to fight the Vampire: *don't* tackle the Bats separately. Wait until all of them merge, then jump up and start swinging at the bloodsucker. If you want some extra lives—ninety-nine of them, to be precise—keep hitting Joe's statue during this stage.

Comment: Though not especially demanding, the game is wonderfully animated and great fun for young videogamers.

Violence: C

CONTRA III: THE ALIEN WARS

Story: In the year 2636, the alien Red Falcon conquers Neo City and prepares to conquer Earth. The only ones who stand in his way are butt-kickers Jimbo and Sully, the great-great-great-grandsons of the alien's old enemies Scorpion and Mad Dog.

Strategies: Here are some tactics for you to use.

Stage 1: Kill the boss by staying slightly to the left of Kimkoh's head and shooting at its Heart. If you have Helio Bombs, use them.

Stage 2: When the boss Metalican arrives, fire at the Cannon at its rear. When you've taken that out, turn your Homing Gun (or Laser Gun, though it's not as effective) on the Pods surrounding the creature. Stay on your toes and continue shifting to the right to escape the fiend. When the weapons have been destroyed, Metalican will rise up and try to pounce on you. When Metalican does so, you move down (and around, in the hard mode, since the alien is more dogged there), shooting at its red "Heart."

Stage 3: While you keep up a steady fire on the boss Robo-Corpse, climb clockwise to stay behind the fire it spits. After the tongue of flame makes two circuits of the screen, the boss ejects a half-dozen Bombs and shuts the Doors so it won't get hurt. Run as far away as possible and you won't be hurt. The boss will return after that and the frolic will start again.

Stage 4: Throughout, stay as far left as possible to avoid the fire of the boss's undefeated Cannons. Hang on to the lowest Missiles and shoot right to destroy the Cannons on the bottom of the Battleship. For the top

Cannons, go to the highest Missiles and leap up, firing. When you've taken these out, aim at the Battleship's red engine, moving from Missile to Missile, since the Battleship will home in on you.

Stage 5: All you need to do is shoot at the Eye of the Sand Pit boss and run from or blast the Snakes that slither after you. As the boss weakens, the sand will become a vortex, sucking you down: use the L button to stand your ground, and keep blasting the Eye.

Stage 6: Lots of tough enemies here, the last of which is the Red Falcon's Brain, which is in the center of eight rapidly turning orbs. The only genuinely effective weapon here is the Helio Bomb. If you're playing the hard mode (which should more accurately be called the *difficult* mode: it's not made of rock, after all), the Brain will return to life after you've "killed" it . . . encased in a metallic shell to boot! Leap to avoid the shell and jump to the opposite direction when each arm moves. (No kidding!) Continue to shoot down . . . except when you jump. (If you press Down, you'll *fall* down, right into the waiting Brain.)

There are several sections in the game where you can build up your lives. In Stage 1, near the golden Car just after the mission begins. Don't shoot it: jump over it and use it to protect you from attackers coming from the left. Meanwhile, shoot at enemies coming from the right. As you (easily!) mow them down, you'll get 1-Up after 1-Up (though it'll take a while). You can also safely acquire 1-Ups later in the stage. When you get Homing Missiles, head to the high Platform to the right and, from your vantage point above the fray, rain destruction down on your enemies.

In Stage 3 when the giant ship with the spotlight flies over, go to the left side of the screen (the ship's bombs

won't hurt you here) and shoot toward the right. Using your normal weapon or the Flame Thrower, you'll destroy every alien enemy that comes from the vessel. As in Stage 1, you'll score plenty of 1-Ups without budging or endangering yourself.

When you're in Stages 2 or 4, the overhead-view stages, hit the Turn button, then push it again *at once* and keep holding it down. You'll find yourself spinning two times as fast as before!

If you want to be able to use two weapons simultaneously during the game, earn a weapon like the Spread Shot. While using it (Y button), tap the X button over and over, moving back and forth between the normal and special weapon. In essence, both weapons will be firing at once!

If you're using Game Genie, 22BB-ADO1 will give you infinite lives in the sideview stages, while 6DBB-64DN will give you infinite lives in the overview stages. Used in conjunction with the above two, 22BB-6F0B will give you infinite lives everywhere.

Pro Action Replay codes include the following:

7E1F-8901 will give you invincibility.

7E1F-8C03 will give you infinite Helio Bombs.

7E1F-8A03 will give you infinite lives.

Comment: There's nothing you haven't seen before, but this *is* an extremely difficult combat game.

Violence: NG

COOL SPOT

Story: The famed 7-Up Spot—an anthropomorphic red dot—has to explore the beach and its environs, looking for goodies, avoiding baddies, and collecting enough Spots so you can free the Caged Spots.

Strategies: Here's a few tips for different levels.

Level 1, Shell Shock: Make sure you go from Balloon to Balloon to get Spots. Search the Beach Chair (including the arm rest) for Spots, and ignore the Cheat Codes Book. There's nothing in it! The Caged Spot is in the upper right, past the Restart Flag.

Level 2, Pier Pressure: Shoot when you climb or descend a Rope, to kill any Worms. Check the third Pole thoroughly: lots of items hidden here. Holes in the Poles warp you ahead slightly in the same level. Make sure you leap while you're in a hole and get the Spots (and any hidden 1-Ups!).

Level 3, Off Da Wall: Ignore the Hands and explore on your own; they won't tell you *everything*! Plug the Mice before they throw deadly Cheese and jump off the Mousetrap on the right side; the left will hurt you.

Level 4, Wading Around: Use the Flying Saucers as ledges, but don't stand on them for too long or you'll drop off. After you reach the first Restart Flag, jump *left* onto the Flying Saucers. When you reach the green Ship, go off the right side for a 7-Up symbol. Use the small Bubble to return to the Ship and continue left. At the red Blimp, jump left and fall—yes, fall—to get all the Spots. You'll land on a Flying Saucer: jump right and leap off the Bubble or you'll find yourself at the beginning of the level.

Level 5, Toying Around: Look behind the Shoe at the start, and behind the yellow Block with the letter B and the two Dice on top. Use the Shoelaces to climb (though you can't grab the tips: you've got to leap and grab the lace itself). Also, got a gap you can't seem to cross on the top right near the end? Go to the left side of the Playing Card below it, run to the right, and leap right and up. The block to the upper left of the Caged Spot has Spots and a 1-Up.

Level 6, Radical Rails: If you haven't got enough Spots to free the Caged Spot, fear not: look behind the Elevator to the right of the captive.

Level 7, Wound Up: When you reach the Caged Spot, you'll find four sets of Blocks (piles of one, two, three, and four) below it. Go left for a 1-Up; enter the lowest Blocks of piles three and four for Spots.

Level 8, Locomotive: Go through each car of the Train for Spots, and don't forget the ones on top as well. Also, get the Spots behind the Tennis Ball on the Train. Look for the 7-Up recharge at the end of the Train on the far right. Ride the Balloon with the red pants and leap up and right for a 1-Up. After reaching the first Restart Flag, board a Flying Saucer on the far left, and fall down to the 7-Ups. Make sure you head back up before you reach the Locomotive, or you'll have a long walk! Look for the pair of 7-Ups on the left side of the level (just above the Locomotive). Also use the Flying Saucers to go below the Caged Spot for goodies.

Level 9, Back to the Wall: Check behind the Pipes for the many, many Spots. Walk right past the Caged Spot (in the lower right) and hop from the Bubble to a Hidden Place with the rest of the Spots you'll need to get out of here.

Level 10, Dock and Roll: Leap up the Nails at the start for a 7-Up.

Level 11, Surf Patrol: Ride the Balloons to the many floating Spots. Again, search the Beach Chair as well as the 7-Up bottle to the right of the Caged Spot.

Bonus Levels: You have to collect the letters U-N-C-O-L-A . . . as well as Clocks to give you enough time to complete the task!

Bonus Level 1: Make sure you get the clocks to the far right and left, near the top. Go to the top of the bottle for the U.

Bonus Level 2: Go to the top of the bottle for the Clock, then go to the far right for the N.

Bonus Level 3: The Bubbles will hold you for a few seconds before popping. The Clocks are in the upper left and upper right, toward the top. The C is in the upper right.

Bonus Level 4: The O is in the upper left. One Clock is under the O, the other in the upper right.

Bonus Level 5: Bounce to the center and top of the bottle and drop through the Mines for the L. The Clocks are located left and right in the bottle, roughly halfway up.

Bonus Level 6: The A is in the upper right, under the Mines and a pair of Bubbles. Pop the latter and go to the left of the Mines. Look for the Clocks in the upper left of the bottle.

Comment: Innocent, peppy, and colorful, fun for the whole family.

Violence: N

CYBERNATOR

Story: As a member of the 95th Brigade of the Mechanized Marines in the twenty-first century, it's your task to slip inside the five-story-tall robotic Cybernator G5-E battlesuit and tackle the evil Axis forces on Earth and in space.

Strategies: Here are some stage-by-stage tips.

Stage 1, Lunar Mining Colony: When you face the battleship at the end, stay parallel with the core that rises from it, blasting the bottom first, then the top as it rises. New cannons will replace the two you destroy, so don't relax your guard!

Stage 2, Asteroid Defense Force: There'll be a lot going on, asteroid-and-missile-wise, but stay with the boss, firing away. Use missiles first, then segue to the Vulcan Cannon. If you want to play it safe, stay behind the rock on the bottom and fire up. Watch for the Health power-up from one of the Cannons.

Stage 3, Attack on Arc Nova: When you face the boss robot, fire to the right using the Vulcan Cannon and get out of the way of the robot's flying arm. Incidentally, the arm can only do damage on the way toward you; when it heads back, you can touch it without being hurt. Don't bother trying to destroy the arm: save your fire for the robot. When the robot is deactivated, zoom up and left and shoot the Arc Nova engine; when it explodes, continue going up and left to get the remaining three.

Stage 4, Atmosphere Entry: Land on the Versis when it appears and ride down with it. Otherwise, you'll be cooked during reentry. You can't destroy the Axis

Cybernator Granbia, though you can hurt it . . . and, so doing, end the stage.

Stage 5, Twilight Pursuit: When you fight the shuttle, start attacking it on the bottom using the laser and sizzle your way up. When you're finished on the left, shift to the right and repeat.

Stage 6, Gunfire Mountains: Turn your laser on the first trio of guns that emerge from the mountain. If you are well-shielded, destroy the next guns first before turning your attention to the ship. If your shields are low, tackle the ship first.

Stage 6, Last Stand: You'll be fighting Major Beldark, whom you fought when he was controlling Granbia. Only now, he's manning a robot who's considerably bigger than that one . . . and yours. Stay on the far left, blasting the lower half of the robot and the cannon. When Beldark starts firing, move down and right, then back up to attack the cannon. When the cannon and lower half are history, turn your laser up and right and blast the hatch in the robot's midsection. (Don't bother with the arm now: you can only reach the hand, and even if you destroy it, the arm'll shoot at you!) When the hatch is gone, stay on the far left, slightly lower than your target—the head. Stay out of reach of the arm and duck the robot's missiles; when the head rises, it'll fire a laser at you. Make sure you aren't there when it arrives: dash upwards and blast the head while its sights are still on where you *were*. Continue until the robot has been destroyed.

To forearm yourself with six credits, wait until the Konami logo has gone and the Title Screen hasn't yet appeared. Hold down L, R, and Up and push Start. Continue to hold the buttons, and when the Title Screen comes on, press Start again. Hit Start once more when

the Game Start Option appears, then release the buttons.

If you want to arm yourself with deadly Napalm, do the following. Go through Stage 1 without firing a shot . . . until the end. Get rid of the energy unit, but don't take out either of the cannons. You'll start Stage 2 with 2,800 points and Napalm. If you die during this stage, you'll lose the special weapon; if you make it through, you'll have it until the game ends.

Comment: There are some nice variations on familiar narrative themes, along with frenzied action and some rather epic visuals.

Violence: NG

DARIUS TWIN

Story: Ages ago, the evil space barbarian Belser sent his armies against the peaceful planet Darius. Now, generations later, you and your Silver Hawk spaceship must go from world to world, helping the Galactic Federation prevent the tyrant from conquering other worlds.

Strategies: Here's how to beat the bosses—

Planet Rilair: You face two bosses here, Emperor Fossil and Queen Fossil. Only one opens its mouth at a time. Stay on the far left, keeping up a steady fire while you watch the projectiles coming at you and shift accordingly.

Planet Koloba: Deal with the bosses as on Rilair.

Planet Lankus: Demon Sword arrives from the top right; stay dead-center and dodge up and down slightly,

without moving toward the left (the boss' projectiles spread out from the top, then bottom). Keep shooting at the alien's eyes until it dies.

Planet Padi: Dual Shears arrives from the right. Stay in the center, toward the top (it charges ahead now and then, so you can't stay in the middle). Drop down to fire at its head while ducking its projectiles; shoot at its lobster-like claws when they detach. You can also stay on the very top, out of range of its projectiles or claws, and let your diagonal/right/down gun take care of it.

Planet Rear: Dual Shears returns, pretty much as before.

Planet Narukini: The Big Boss is Dark Coronatus, a seahorse. It comes from above, so start at the bottom left and move up when it arrives. Shoot repeatedly at its head and at the tiny seahorses it ejects, while (easily) avoiding its other projectiles.

Planet Karudo: Another run-in with Dark Coronatus.

Planet Sabia: Red Mist arrives from the bottom left, so you must be in the upper left. When it reaches the center, you move to the center, to the right of its swinging tentacle. Shoot the creature's "mouth."

Planet Noeru: Full Metalshell, a turtle, is the enemy here. It descends from the top center, so stay in the upper left, shooting diagonally. Sweep right when it comes left, and drop down to shoot its face. The tortoise spits out baby turtles and fires projectiles vertically. It also extends its head now and then, so stay toward the top and be prepared to get out of reach!

Planet Harolain: The rather boastfully named Hyper Great-Thing comes down from the top right; stay on the bottom left and shoot at the whale's nose. When it moves toward the bottom, get above it and shoot the turrets on its back. When it moves to the top, go under

it, orbit to the right, and get on its left again by crossing backwards over the top. Repeat as necessary.

Planet Darius: Super Alloy-Lantern is a tenacious mini-boss. When it shows its ugly face, move to the bottom left and shoot where it's disgorging fish-things and fire away. When you've beaten it, the even more tenacious Great Tusk, the boss of bosses, will arrive. Go to the far left and keep firing at its head.

To survive the first stage without being hurt (or scoring much, either) go to the top and fly through just above the final three digits of the score.

To start the game with forty-nine extra ships, do the following on the One-/Two-Player Screen: Simultaneously press and hold L and R on Controller 2, then push Select and Start on Controller 1.

If you want to change the Demo Screen (for fun, not for any strategic gain), score 100,000 points or more and enter the initials ZZT.

Comment: Terrific scenery, moderate challenge, and only so-so sound effects.

Violence: NG

DESERT STRIKE

Story: Inspired by Desert Storm, *Desert Strike* avoids the wholesale warfare by sending a lone hero with a chopper into enemy territory to rescue captives and chase down a mad tyrant.

Strategies: The toughest part of the game is the tyrant's plane at the end of Mission 8. Stay to the back

of the plane, on the left, shooting it with Hellfires and Hydras. Don't pause to collect the Ammo Crate unless you need it, since you can't afford to lose any time.

To get to some of the later missions, input the following codes:

Mission 2: **RZLJ3J3** or **KZ22L82** or **K32L82R** or **8ZL2H2H**

Mission 3: **43LLWKQ** or **B3JKRJL** or **JR8P8M8** or **93L2BRJ**

Mission 4: **JRJ88MT** or **4R8FF8B** or **F9N5CJ8** or **JRJW8MJ**

End: **JPC4BZF** or **99NS5L9** or **K9CF4T4**

Also have fun with **93LLBR5** and **9R894JH**.

If you want to start with ten helicopters instead of three, use the password **BS9JS27** and hit Start. If you want to enter another code after that—for an advanced stage—you can.

Comment: One of the best aerial-fight games.

Violence: NG

DRAGON'S LAIR

Story: As in the arcade game, storybooks, and animated cartoon series, the intrepid, indomitable Dirk the Daring must rescue Princess Daphne from the clutches of the evil dragon Singe.

Strategies: A few tips for different levels.

Level 3: Stay away from the exit in the top right corner. It'll take you back to Level 1.

Level 5: To defeat the two Snakes, get close to the first, wait until it spits an egg, then leap and shoot it in the head repeatedly. Turn and plug the dragonette that has emerged from the egg, then repeat. Deal with the second Snake the same way.

Level 6: Not to put too much pressure on you or anything, but if you miss the leap to the moving Ledge at the end, you'll go back to the beginning of the game.

Level 12: When you face the giant Bat, stand on the high Ledge until the Bat has unleashed its beam. Leap to the left to avoid it, then jump and toss your weapon at the Bat's head. It'll take at least twenty-four hits to destroy it.

Level 16: In the water, swim in the direction *opposite* the way you want to go. When they follow, breast-stroke your way safely ahead.

Level 18: To battle the giant Ghost, leap to the highest Ledge and lash out at the spirit. Though the Royal Specter will unleash Homing-Flames at you, they are easily destroyed.

Level 22: The top right exit is a fake.

Level 24: Singe will exhale flame at you, but just dash left, leap, and toss weapons at the fiend. When the dragon starts to blow up, run in and complete the task.

Passwords for the different levels are as follows:

End of Level 1: **2D 4C 6A 8B**

End of Level 2: **1B 2D 7A 8B**

End of Level 3: **3D 4B 5C 6A**

Final Level: **1A 3B 5C 6D**

Special Password for *all* levels: **1C 2D 3B 8A**

Some useful Game Genie codes:

- 3C8C-OFA4:** Super protection
3C62-D70F: Infinite lives
4A84-64D4: Stop the timer
DF88-OF64: Coin value doubles tenfold

Comment: Enjoyable, especially for younger players.
Violence: C

DRAKKHEN

Story: The evil Dragons have stolen the eight Tears of Drakkhen Island, the jewels that symbolize all the powers of magic. Guess who's got to cross the realms of Ice, Marsh, Forest, and Desert to get them back?

Strategies: This is a long and complex game, but we'll start you off in each of the main stages of play:

Prince Hordkhen's Castle: Take the Buckler on the right, and touch the second symbol from the left. Enter the door on the top left, go right, and walk *through* the tapestry. When you're through here, go northeast and follow the flickering lights. Go southeast to Anak for cures, then go east to the Castle, get the message, and return to Hordkhen's Castle.

Castle of the Water Prince of Haagkhen: Use Unlock to get in, then hit the rightmost symbol. Enter, Unlock the door in the next room, go in, and head left in the next chamber. Exit through either top door right: kill the monster and get the Shields, then go back down and head through the left door. Eventually, you'll find and release the Prisoner; when you do, exit left, down, down.

Get your permit and head northeast, skipping the Ice Inns and going to—

Princess Naakhtkha's Castle: Hit the symbol directly to the right of the door. Go up, use Unlock, and go right. Kill the monster, collect the spoils, exit down, and go right to face the fiend inside, arming Hestia and Merlin with magic, the other two warriors with weapons. Exit left, kill the monster, and exit the Castle. Save, then reenter and go up, up, and Unlock the door to the right (go left, and the door will lock permanently behind you). Listen to the Old Man, go up, touch the two switches in the back to open the doors "somewhere" else, then return to the room above the entrance. Go right, down, right, down, left (Unlock), down (Unlock), and down to the bath. Unlock and go right: enter the door below the coffin (ignore it, otherwise), go down, down, and right (Unlock). Princess Hordkha is there. After finishing up here, go southwest to Anak, then southeast to the Castle.

Castle of Prince Hordkhen: Do what you did before, only this time the Prince will attack you. Don't mess with him unless you've got power enough (War Rings and Ghost Staff are very useful). After going for another meeting with Haagkha in her castle, you have to journey to—

The Castle of Fire Princess Hazhulkha: Enter at dawn, learn what you must about Prince Naakhtkhen, then leave, save, and reenter. Go up, right, down (Unlock), right (Unlock), down either door, and read the Book in the center of the Bookcase. Then go down, down, right, down, right, down (Unlock), down, down, right, down (Unlock), and right (Unlock). Defeat the monster there then go right, down (Unlock), and set the Buttons to

4281. Stay in the Forest as much as possible, avoiding the Desert, then cut down to—

Castle of Prince Naakhtkhen: Enter, take any door, go right, up, left, left (Unlock), down, left, up, left, up, right, right, down either door to Princess Hazhulkha. Go down (Unlock), kill the monster, and talk to Prince Naakhtkhen.

Princess Naakhtkha's Castle: Enter, Unlock, and go up, up through either door, right (Unlock), up, up (hit the switches here), left, left (Unlock), up, up, and slay the Princess. Return to the Castle in the western marsh, enter, and go up, up, up on the left, up through the drape, left, down, left, and up. You'll need oodles of power to beat the Prince. Go to the two Tents in the south (east, then west).

Castle of Prince Hazhulkhen: Touch the symbol immediately to the left of the door. Go up, left, down, left, down (Unlock), and left. Talk to the Old Man and go down (Unlock), left, down (Unlock), right, down, down (Unlock), down (Unlock), right, down (Unlock), and take what you need. Exit, reenter, kill the force field, and go left, up (Unlock), left, up (Unlock), and left. Go up (Unlock), right, up, and left (Unlock). Kill the monster and go left (Unlock) and kill the next monster. Head up, light the room, take the stairs up, Unlock, and go up to the Prince. Kill him, and talk to the Priest of the Plains Shrine.

Comment: A very good game requiring more thought than combat.

Violence: NG

DUNGEONMASTER

Story: A party of four fighters, raised from the hall of dead heroes, must find and defeat the despotic Chaos.

Strategies: There are no combat strategies per se, though there are numerous items and places that are difficult to find, and goals that are tough to achieve.

Remember that when you go to a subscreen or stop to make maps, the game is *not* paused. Your characters actually consume food faster! This can be frustrating, so *save* the game before you make your maps, then simply reset it when you wish to continue.

To pass the third floor pit (where you receive the message, "Cast Your Influence, Cast Your Might," you must stand by the pit, facing it. Throw a ZO spell at the door across from you and toss any Item through it. The Item will trigger a switch, closing the pit and allowing you to cross.

To cross the pit by the "Time Is Of the Essence" door on the same floor, throw the wall switch beside the pit, then hurriedly turn left and toss an Item into the teleportation field that appears. When the field vanishes, the Item will fall onto the switch, closing the pit.

To beat the Water Elementals, use the DES EW formula or a Vorpall Blade from the sixth floor.

The third floor is especially confusing, so keep the following in mind. At the Chambers of the Guardian, push the green button beside the cell with the chest. That'll teleport you to another room; keep teleporting until the chest is visible at the end of the hall. Get the Mirror of Dawn from it, hold it up to the eye, and a

secret door will open. At the Matrix, enter, go north two, west six, south four, and west one. Throw the switch to open the door, then head one east and three south to a secret room. At the Room of the Gem, put any Item on the switch to shut the pit, cross, and throw the switch. Get the Blue Gem and use it to open the other door.

To get through the never-ending room on the fifth floor, face the entrance and take a step back. See the teleporters? To get out, head to the room's southwest corner and throw the switch on the wall. That'll shut off the teleporter beside the north wall. Simply follow the wall clockwise to the treasure room.

To get through that floor's sliding block room, push the only switch you'll find. Turn around, push the switch revealed by the wall you've just opened, then trigger the first one again. Move north three steps, west for one, and push the switch there to open two walls, one behind you and one to the left. *Don't* touch them. Turn around, head north one step, east four, then throw the switch there to reveal the treasure room on the east side.

In the sixth-floor riddle room, you must put these Items with the following riddles: "I am all, I am none" with the Mirror of Dawn; "I arch, but have no back" with the Bow; "A golden head and tail but no body" with the Gold Coin; and "Hard as rocks, blue as sky" with the Blue Gem. A hidden niche will be revealed containing the Iron Key.

The strength test hallway on floor six is also a problem. If you have achieved Ninja Level, toss an Item over the eight spaces onto the floorplate. If you aren't at that level, walk ahead as fast as you can: you can usually make it before the teleporters are turned on.

Comment: This is a fine example of a limited-animation role-playing game. Mapping is necessary . . . but enjoyable.

Violence: NG

EQUINOX

Story: In this sequel to the eight-bit-game *Solstice*, you're the son of the wizard Shadax, who has been imprisoned by the wicked sorceress Sonia. To save him, you must make your way through eight huge, daunting dungeons.

Strategies: A few pointers for each of the Dungeons:

Dungeon 1, Galadonia: In room 1-1, stay in the middle of the screen to battle Bonehead, and attack with your knife when his eyes glow. Bonehead releases a pair of ghosts, and will attack again when you've destroyed them. In 1-2, move clockwise until you're back at the door, then go up and left to fight the ghosts.

Dungeon 2, Tori: Blocks can (and must) be pushed here in order for you to make your way through. When you fight Sung-Sung in 2-15, leap the rolling boulders, keep your distance, and blast the fiend in the eyes.

Dungeon 3, Deeso: To get the token in 3-1, go to the left, leap onto the block beside the spikes, making sure you stand partially on, partially off where it meets the block next to the wall. Wait for the sliding block to drop on your head, use the ledge above to shift it off, then leap onto it and hop to the ledge above. Jump across sliding blocks to the right, moving quickly so you aren't

rattled off. To get the token in 3-14, destroy the hovering monster, then push the block from the upper section to the corner. Leap from it to hit the block on the ledge above. Move it entirely off the ledge, jump down, slide it to the corner, leap from it onto the gate when it's down, then jump to the platform when the gate rises. (Gate-riding can be done elsewhere as well.) In 3-28, Quetzalcoatl's last segment will grow spines and flit about the room. Go to the center and keep your distance.

Dungeon 4, Atlana: In room 4-2E, the boss Pincha will run either right or left. Get in a few shots at its eyes when it arrives, then drop to the bottom, beside the arrow. Pincha won't be able to reach you there. Move to the same side as the creature, arcing around and firing as it moves down and then shimmies back up.

Dungeon 5, Quagmire: In room 5-32, you'll battle the gumdrop-like Dollop. Go to the bottom so you can dash away when it lunges at you, and keep leaping and throwing your Twin Knife at its eyes.

Dungeon 6, Afralona: When you fight the pyramid-like Eysis in 6-9, stay toward the bottom left and leap to hit the top of Eysis. The creature will toss boulders at you: after the second, tuck yourself back in the corner to avoid its spinning assault. Repeat as necessary.

Dungeon 7, Ghost Ship: Getting here is tough. Go from room 6-44 to 6-14, exit to the island, go to the cross, and teleport using the harp. Head northeast to the ship and save the game before you board. (That'll "save" you having to waste a Save spell if you want to hold on to what you've got once you're on the ship.) Billy Bones attacks in 7-16: position yourself against the wall, between the arrow and the corner, facing to the top left. Fire rapidly to hurt Billy and stop his cannon balls. When Billy zips around the room, go up, round

the corner, then go back to your spot when he returns to his.

Dungeon 8, Ice Palace: Look for the invisible block in 8-C. In 8-0, leap up and blast the giant Sonia in her shadowy face when she bends, and take out her projectiles. Don't be misled when she turns red: she's only been weakened by about one-quarter. When she turns dark red, she's down about three-quarters.

Comment: An unusual, visually exciting, and challenging adventure.

Violence: C

E.V.O. SEARCH FOR EDEN

Story: You've got to design life forms to survive through five geological periods, eating other creatures for Evolution Points, which can be swapped for new body parts.

Strategies: Here are some keys to making it through the different periods:

Chapter 1, The World Before Land: When you face the powerful Kuraselache at the end of the chapter, use your Angler's Horn to lure it against the rocks. It'll bludgeon *itself* to death!

Chapter 2, Early Land Creatures: Select the Jeprol option, which makes your bite stronger, allowing you to consume other creatures more easily and harvest Evolution Points. When you face the Queen Bee, leap and dodge her angled attack, then go after her when she alights.

Chapter 3, Age of Dinosaurs: Jump from Mt. Brave to become a pteranodon. Fly to the mystic cloud, get the Red Crystal, fly *through* the cloud to the asteroids, and you'll meet an important alien! In the end, if you opt to join the tyrannosauruses, you must beat ten of them to earn your spot in the tribe.

Chapter 4, Ice Age: You can get to the hidden Fortress of Birds by using the warp machine. Inside the castle, go to the right and drop to the next level. Head right, fall, go right, leap the next pit, then get on the teleporter—and get right off it, then back on again. When you exit, leap the teleporter on the left, get the Red Crystal, then face the Bird King: leap, dodge, and attack to defeat it and you'll reach the final section. When you face the Mother Yeti, make sure you're a nimble, quadrupedal mammal. Stay in the center of the screen, and when she jumps at you use your hind legs to kick her. Leap the frost she breathes, and when she hops back toward you, repeat.

Here's a trick which will let you be a human for the final chapters. As a mammal, evolve to Cat Jaws and Rabbit Body. Select a Ramothecus Body: evolve it twice and you'll be a modern human!

To become a mermaid, you must have 10,000 points when you reach the final Ocean Stage of Chapter 5. Choose Hand & Feet when you evolve, and select Try to Evolve. If you do this three more times, you'll become a mermaid. However, you will turn back after you beat King Rogon.

Comment: One could quarrel with the manufacturer, Enix, for throwing a bone to the antiscience folk with the "Search for Eden" subtitle, but they deserve

credit for producing an educational and fun game about evolution.

Violence: NG

EXTRA INNINGS

Story: Major league baseball simulation.

Strategies: A few tricks to help or just amuse you:

When the game begins, if you want to pitch instead of bat vs. the computer, press and hold Select while you select your team and opponents.

If you want extra-fast play, simultaneously hold L and R during the team selection process. Hit Start to begin, and you'll feel like you're playing with the Flash!

When you're on the Mode Select Screen, select any mode other than Edit II Team, Set Up, or Watch. When you've done so, simultaneously hold down L, R, and press Start. This will enable you to watch the Celebration screens.

Another Mode Select Screen trick you can do is to choose any option, then hold L and R while pressing Start and Y. Here's what you'll get, depending on what you chose:

1P: Home Run Celebration

2P: Happy Ending

All Star: Mad Player

Pennant Race: Sad Player

Edit Team I: Scoreboard

Edit Team II: Set Up or Watch; Sound Test

You can use the arrows to change the numbers of the sound test. Press Start to return to Mode Select Screen.

Comment: Because of the cartoony graphics, this is less-than-satisfying simulation.

Violence: N

FACEBALL 2000

Story: As the smiling, blank-eyed Faceball, you have to fight through forty-one mazes to find and defeat the Master Smiloid.

Strategies: Here are a couple of tricks that let you save face or have a ball.

During the first screen, simultaneously hold L and R, hit Start, and you'll be able to select your own options.

During the Title Screen, simultaneously hold L and R. Keep them depressed as you select a one- or two-player game, then press Start. Release the buttons and you'll find a new game, Cyberscape, listed among the options.

If you want to warp directly to Cyberscape, go to the Title Screen and concurrently press L and R. Keep them down as you choose a one- or two-player game; continue to hold them and the screen will go blank. Let go, select Cyberscape, and *off* you go!

Comment: Cute, challenging, and different!

Violence: C

FATAL FURY

Story: The tough guys of South Town enter a competition so they can earn the right to try for a piece of macho Geese Howard (*not* to be confused with the Three Stooges' Moe Howard).

Strategies: To tackle adversaries in the Champion Mode, do the following—

Duck King: Leap and kick his head. Block his attack, then leap *at once* and kick him again as he retreats. Use Power Wave to weaken him further.

Richard Myer: Keep your distance and, using Barn Knuckle, hit him in the air when he leaps. Repeat regularly. If you find yourself in close, leap over him, kicking as you rise; turn and repeat.

Michael Max: Leap toward him, kicking him in the head, then jump back at once, getting in another boot as you retreat. He will occasionally use a Tornado Uppercut, so time your leaps accordingly.

Tung Fu Rue: When he's still small, Barn Knuckle him to bring up his defenses, then grab and toss him. Leap back and repeat. When he metamorphoses, use Barn Knuckle or kneel close and punch him repeatedly. You won't be able to toss him when he's big, so just stay out of his way until he shrinks again . . . or, if you're feeling brave (or lucky!) try to get in a Jump Kick. If it connects, follow it up at once with a Barn Knuckle.

Hwa Jai: Get in close, weaken him with Jump Kicks, then use Power Wave as he sips his coffee. Once he's wired, he's much tougher! Fight him in his crazed form using the Myer strategy.

Raiden: Leap, kick him as you come down, then leap

away. When you come down, he'll jump at you: use Power Wave to toast him. When he retreats, use Power Wave again so he'll have to block it; as the Wave moves toward him, move in and fire a second Wave. Continue until you're at his side, burning him at point-blank range. Retreat and repeat the entire pattern.

Billy Kane: Jump Kick and Power Wave when you can; Billy is tough *and* unpredictable.

Geese Howard: Leap to get over his Violent Wind, kick him as you come down, then leap away. He'll come after you: meet him with a Power Wave. Repeat as necessary.

Bonus Round: Stay in the center and turn from side to side to deflate the tires as they bound in.

Comment: This game is extremely (some would say *dangerously*) close to *Street Fighter II*. Of course, if you like one, you'll get a kick (and punch) out of the other.

Violence: G

FINAL FANTASY II

Story: As ordered by the King of Baron, Red Wing Commander Cecil steals a crystal from the town of Mysidia. When Cecil asks his king why he stole the crystal, the monarch relieves him of his command and sends him to Mist with a package. But his curiosity is unabated, and Cecil and his allies seek to discover the secret of the gem. . . .

Strategies: Here are some general tactics.

Don't engage every time you're faced with a battle.

Explore an area, save your game, and *then* fight. Regarding the save points, always go to the nearest one when you've collected a valuable item. And be sure to use the four different saves you have to store the game at different points. If you miss something you needed, you can go back to the older save. It's particularly important to save the game before strolling down the Lunar Path (after you've gotten Excalibur).

Be careful: if you enter and exit too many doors, you'll be warped back in the game. This prevents the player from abusing the power-up capacity of certain areas. Be smart, not greedy.

You can earn a lot of Experience Points and Gold Points by locating a Conjurer who whistles up Clappers or Arachnes. Kill them as fast as they arrive, then turn on the Conjurer.

As for certain of the powerful foes you'll face, here's how to deal with and defeat them.

Mist Dragon: Don't attack in its mist form. Use Parry or just recover.

Octomamm: While Cecil attacks using normal abilities, use Tellah's Lightning and Rydia's Chocobo.

Antlion: Rydia's Chocobo and Edward's Singing are the keys to victory.

Milon: Rely heavily on the Twin Magic of Palom and Porom.

Baigan: Don't trust him when he asks to join your party. He will transform into a monster and turn on you.

The Dark Elf: He's unnerved by Edward's Twin Harp, and undone by Cecil's Sword.

Valvalis, Fiend of the Air: She will try to prevent you from leaving the Tower of Zot. Let Kain use his jump to stop her.

Asura: If the White Wizard Porom has reached level

34 or over, have her use the Wall spell. Finish your assault before the spell dissipates.

Behemoth: Have Levia use standard attacks, since the monster replies to spells with like-spells.

Bahamut: Have the White Mage Rosa and FuSoYa use Wall on your warriors; Bahamut will use his own MegaNuke spell, which will rebound and cost him dearly.

Kainazzo: Don't bother attacking when the creature is in its shell. Use that time to recover, then resume your attack when it emerges.

Evilwall: Use Paladin and the Light Sword, Ninja the Dart, Dragoon the Blizzard Spear; the Caller can summon Titan, and the White Wizard can use the spell Berserk on Paladin, Ninja, and Dragoon.

The Magus Sisters: Fire at the heavier sister with normal attacks. If she manages to hit you with a Wall spell, fire back by casting a Lit3 spell on the victim: it will ricochet and *may* hit the sister.

Zeromus: Have Kain the Dragoon employ the Jump attack, Edge the Ninja stars and any other weapons; let Paladin continue attacking any way you see fit (protected by a Wall spell from Rosa); use Rydia's Bahamut or Asura; and have Rosa use Cure4 on the party as well as a Slow spell on Zeromus. Rydia's Caller spells will not be affected by Zeromus's Black Hole. It is important, however, that each of the characters have reached level fifty or over; otherwise, they probably won't pull it off.

If you want to make a backup of any weapon a warrior possesses, go to Item Option when it's that character's turn to fight. Select any empty spot, press A, then choose the weapon the character possesses and push A again. The weapon has now been inventoried. Return to

the fight using B, but *don't* do battle (hit L and R simultaneously). Go to the Equip Option and you will have two of the same weapon. Equip again: you'll have one in your hand and one in reserve.

A couple of Game Genie codes that will come in handy are EF30-076E + OOCE-6D69.

Comment: A superior role-playing game, with colorful graphics.

Violence: NG

FINAL FANTASY: MYSTIC QUEST

Story: The Dark King has dispatched his warriors to drain the Crystals—the source of the magic energy in the world. You set out to stop the fiend, acquiring weapons, skills, experience, and allies along the way.

Strategies: Here are some tips.

Level Forest: Move the boulder, take Tree Wither, go to Foresta, talk to people, and find Kaeli. Return to the Forest, cross the bridge, leap the water, and enter the treehouse through the back door. Kaeli will become ill and must be left behind. However, Tristram will join you when you open the chest in the Sand Temple.

Bone Dungeon: Head for the monstrous skull, the entrance to this region. Stock up on bombs, which you'll need to blast the giant rib blockades. Get chests to hold Ninja stars, with which Tristram is quite proficient, and also look for the steel shield. Once you acquire seeds for replenishing Magic points, along with the Quake Spell,

you'll be able to face Flamerous Rex. Use White and Flare against the monster: when the giant begins to dematerialize, you'll know that victory is nigh! Beat the dinosaur and you'll get the Earth Crystal, Sand Coin, and Elixir: return to Foresta and give the latter to Kaeli. Use the Sand Coin to open the door of Focus Tower (see below) and get Fire Spell.

Wintry Cave: Phoebe will join you here. When you defeat the monstrous Squidite, you'll win the Libra Crest, which will allow you to warp around. Teleport to the Life Temple, get Wakewater there, and use it to thaw Aquaria.

You'll be well underway by now. Trouble spots in the game include:

The Falls Basin—shove the pillar inside the doorway nine spaces up, seven spaces left, and one space up. Enter the door top left, kill the monster, then go through the door to the ledge. Leap to the next ledge using the pillar for a boost.

Fireburg is an important locale. To get there, you must first have the River Coin. Go to the Libra Temple and the previously closed road north will be open to you. Go to the Focus Tower, descend from the third-floor entrance to the second floor, take the Venus Shield and Blizzard Spell from the chests, then move the statue down to the wall, then left to the block. Descend one more floor, go in the blue door, and return to the second floor: now that the statue has been moved, you can jump across. Climb to the third floor and go north to Fireburg.

Another problem is reaching the ship. When you own the four Coins, go to Fireburg, see Arion, get the Thunder Rock, and bring it to Dr. Otto of Windia. He'll help you get to Spencer's Place, where you'll find the Mobius

Crest. Go back to Windia, ask Kaeli about the Captain's Cap, go to the edifice in the northeast section of town and step on the Mobius Crest tile in the basement. This will take you to the dock.

To locate Captain Mac, don't head downstairs: go to the main mast and climb. Go right on the crossbar, climb the rope to the second mast, slide down, and descend the stairs in the upper left corner. Keep going down until you find the seaman.

To get into the Ice Pyramid, use the steel sword to move the switch. The sword will also help you get past other closed doors.

When you face the Winhead Wyvern in Focus Tower, use the White Spell. A battle with the evil Zuh follows: again, Flare and White are your best weapons.

The toughest foe is the Dark King himself: he will be weakened considerably if your lead character uses the Cure Spell on him. Flare and White Spells are also extremely effective.

Comment: This is a terrific "beginner" role-playing game, a cartridge for people who are intimidated by the format or novice players who are interested in trying one out—without pulling their hair out!

Violence: NG

FINAL FIGHT

Story: Metro City is living in fear of the Mad Gear Gang, and Mayor Mike Haggar has promised to clean 'em up. In response, the gang kidnaps his daughter Jessica. Instead of caving in, Mayor Haggar draws on his

wrestling experience and goes after them, aided by Jessica's boyfriend Cody, a master of martial arts.

Strategies: In general, stay in the middle of the screen so you'll have room to retreat if need be. Also, try to push crowds of enemies off the right side of the screen—many of them can't somersault back on. This works especially well in the Bay Area as you near the Statue of Liberty. As for food, uncover it but don't necessarily eat it right away. Since it restores all your energy, get in as many hits as you can, take the hits you need to, and *then* eat the food.

Here's the lowdown on the lowdown bosses:

Slum: When you face Thrasher, stay to the left. When he weakens, he lets his thugs fight for him. Hit the one with the Knife: you can use it.

Subway: Approach Katana along the near rope. Come at him along the side and hit him to the left. He'll usually drop his sword; retrieve it and stay pushed against the far rope, in his corner, so he has to come to you. Hit him when he does, and then stay with him, hitting and kicking relentlessly. If you manage to get both swords from him, keep him away from the other one, which will remain on the ground.

Westside: Hit Edi-E first and stay close to him in the early going. When he knocks you back, go to his right side and stay there as much as possible, using that side as a screen to protect your back. If you die, you'll come back on the left, so be prepared to get back over. When Edi-E starts to shoot, stay to the foreground or background as much as possible so you can move to or fro to avoid his fire.

Bay Area: Throw Abigail's thugs right at him (yes

. . . him). Stay behind Abigail as much as possible, or you'll get grabbed and flung. It'll cost you half a strength meter's worth of energy each time you land. If you *are* caught, Haggar's Super Spin or Cody's Super Kick will usually get you free.

Uptown: Hit Belger to free Jessica, then sock him repeatedly when you can get close. Break off your attack only when his ever-present flunkies become too plentiful.

To bring up a hidden menu, hold down the L and R keys and hit Start. The new option mode will allow you to change the lives, difficulty level, and sounds.

Comment: Very dramatic and exciting, with super animation and great sound effects.

Violence: G

FIREPOWER 2000

Story: At the controls of a helicopter or jeep, you've got to fight your way through six levels of land-and-air assaults.

Strategies: Even if you're fighting solo in the regular game, opt for the two-player option so the green containers give you double power-ups.

Here's how to take out the installations and weapons at the end of each level.

Level 1, The Desert: Hit the four missile launchers in front of the fortress, then attack the laser cannon from the left side. When the door opens and the missile-firing drones emerge, shoot *only* the projectiles headed

toward you. Concentrate the rest of your fire on the cannon. When the cannon is history, stay on the left to take out the helicopters that attack: when the fortress doors open, concentrate your fire and any special weapons there to cause extensive damage.

Level 2, The Jungle: Hit the cannons of the fortress when the shields are up. Staying near the bottom of the screen to avoid the fire of the smaller arms, begin by tackling the big cannon on the left, then the right, then the center.

Level 3, The River Bed: The undersea battle station releases destructive rings: watch for the small gap in each one and fly to the *opposite* side of the screen, so you'll be in position to pass through it. The next attack is from four small rotating cannons. Keep shooting at them; when they've been destroyed, turn your attention to the center of the station itself.

Level 4, The Military Air Base: At the flying base, stay to the bottom of the screen and shoot the rotor blade base. When it blows up, dodge the blade as it transforms into a ship. Avoid or blast the homing projectiles, and shoot the vehicle whenever you can.

Level 5, The Volcanoes: The protective cannon is easy. Stay to the far side of the screen, left or right, and blast away; if the cannon aims at you, just scoot to the opposite side of the screen. The rocks ejected from the lava won't give you much trouble.

Level 6, The Enemy Complex: Using laser, attack the huge shield between bouts with enemy defenders, and make sure you grab the power-ups that appear. When the shield is finally destroyed, fire into the opening with a special weapon.

If you want to skip levels, use the L and R buttons to move ahead *with* enhanced weapons:

Level 1: R, L, R, R, L, L, R, L, R, R, L, L

Level 2: R, L, R, R, L, L, R, R, R, L, R, R

Level 3: L, R, L, L, R, R, L, L, L, L, R, R, R, L

Level 4: R, R, R, L, L, L, R, R, L, L, R, L, R, L

Level 5: R, L, R, L, L, L, R, R, L, L, R, L, R, L, L

And here's a hint for experienced or ambitious players. During the Title Screen, push Select. When the two-player option is displayed, hit Start and A simultaneously: you'll start a one-player game, but you'll be able to drive *both* vehicles.

Comment: A busy, relentless, and unforgiving game! Experienced players will have a ball, but novices may find it frustrating.

Violence: NG

F1-ROC: RACE OF CHAMPIONS

Story: Customize your car and rev up for a race simulation on courses around the world.

Strategies: Obviously, nothing's going to help if you can't hold the turns and weave in and out of your competitors! However, there're two things you can do to give yourself an edge . . . and two more just for fun.

The edge comes from extra cash. To start with more money than you *should* have, get to the screen where you record your name and input SETAUSA. When you reach the Configuration Screen, you'll have double the cash.

For even more money, before the Monaco race, erase

your name and input CASINO. That will bring you (surprise!) to a casino, where you'll be able to play a slot machine for extra moolah.

Now, for your amusement:

Press Start at the Title Screen. On the Configuration Screen, select Training. When the Course Screen appears, choose the Monaco course. Customize your car as usual, start the race, and watch for the body of water that comes to a point, a gray barrier on either side. Accelerate, head for the water, and your car will drive *on* it: look for grass . . . and an opening. Take it, and you'll find yourself in a hidden course!

If you'd like to do a sound check, go to the Name Register Screen, input OTO, and hit Start. Using the A and X buttons, you can shift between the eighteen sound cues; hear them by hitting Start.

Comment: A crackerjack game, with great visuals and near-perfect sound.

Violence: NG

F-ZERO

Story: It's nearly 600 years in the future, and Grand Prix races are now held using floating, superfast bumper cars!

Strategies: Each of the seven courses is more challenging and deadly than the one before.

Knight League

Mute City I: A few tight turns, two long straightaways, and just one jump plate.

Big Blue: Stay to the inside of the track as much as possible, or you'll waste time covering a large area.

Sand Ocean: Open up after taking the wriggly W turn toward the end, taking the next long curves tight, hugging the center of the course, then really tear out on the straightaway.

Death Wind I: Don't leave the middle of the course, or the heavy winds'll wreck you. On the Rough, use the Super Jet to keep from losing time.

Silence: Stay in the middle when you reach the Land Mines.

If you top the King League at Expert Class level, you will have access to killer tracks in the Master League.

Queen League

Mute City II: When you reach the O section, it doesn't matter which way you go. Hug the inside, then hit the two successive Jump Plates hard to gain ground.

Port Town I: Go to the right side as soon as you start so you can hit the Jump Plate. There's a soft U turn and then a tight W: Magnets will tug at you, so be ready to use the R and L buttons to shift in the opposite direction.

Red Canyon I: Don't bother with the Jump Plates: the Magnets will pull you down. Stay in the middle for the next section, a series of W's.

White Land I: Cut the corners of the icy track close to the inside. Press down to counteract the Magnets when you use the Jump Plates.

King League

Mute City III: After the second Rough, you hit a rough stretch of Mines—use Super Jet here. If you slow down to pick your way through, you'll never make it in time.

Death Wind II: Slow down in the Dash Zones or you'll most likely spin out of control. After the U curve which follows, pour on the juice: there's nothing but open road between you and the end of the course.

Port Town II: Start on the right side; watch out for the Magnets right after the W curve. Clear these and, apart from the fact that the track is exceedingly narrow, you won't have any trouble.

Red Canyon II: Use the Jump Plates when you come to them, pushing down to counteract the Magnets. You'll need them to get over the ragged roadway. Hit the last Jump Plate so you leap the gap that runs parallel to the track: if you stay on the road, the Mine field will kill you. When you clear this and turn right, Super Jet your way down the center of the jagged road.

Fire Field: When you clear the opening Mine field, cut *immediately* to the inside to hold a very tight curve. Then open up a bit, negotiate the tight U curve, and weave through the Roughs. Tear out then, staying on the inside. When the road divides after a hot curve, it doesn't matter which fork you take . . . only watch out for the Magnet in the middle. When you get through here, time will be very important: hug the inside of the track and take the curve that turns down instead of the one that goes right.

Comment: A real test of your reflexes; a great and unique racing game. The animation is good, scenery

even better, and the sound effects—except for the droning music—are good.

Violence: NG

GODF TROOP

Story: Pete is mistaken for a pirate king, and both he and P.J. are abducted by cutthroats. Goofy and his son Max witness the kidnapping and set off to rescue their buddies.

Strategies: Help for puzzling parts of the game:

Stage 1, Beach: To get Key one, move the first Block from the left, left; the second Block from the left, left; the first Block from the right, left; the third Block from the left, down; the fourth Block from the left, up and right; the first Block from the left, down and left; then all the Blocks up. To get Key two, move the lower left Block left; the third Block from the left, right; the second Block from the right down and right; then *all* the Blocks onto the stars. The bosses are seven Jesters that emerge from holes. You can pick up the Bombs they throw *only* when the Bombs are still, and you can toss the Barrels back at the pirates.

Stage 2, Village: The boss is Fire Bug, who pitches torches then exhales fire. Avoid the former, throw the Barrels at the boss, and stay away from his flaming breath!

Stage 3, Fortress: The Red and Blue Skeletons toss bones at you. When they land, pick them up and hit the Skeletons with their own weapons. When their skulls detach, the Skeletons can't be harmed: toss bones at the

flying heads to send them back, then continue your assault.

Stage 4, Caverns: The bosses here are the Red and Green Rumlbers, a pair of giant centipedes who arrive in turn. Move to the side of the door at the bottom: the monsters can't get you here. Your only weapons are the Stalactites that fall: pick them up and throw them at the heads of the creatures.

Stage 5, Ship: Keelhaul Pete spins into the room and lobbs Bombs at you. Catch them and hurl them back. Next, he attacks with an extendable arm: just get away when it reaches toward you. Finished yet? Hardly! Now he reaches for his Gun and fires away: go to the bottom of the screen and dodge his bullets. Finally. Pete is joined by two pirates. Just stay out of their way, and Pete will hit them in his effort to get you. You'll have to hit Pete with at least a dozen Bombs to win.

Here are the passwords you'll need to go to the different stages:

Stage 2: Banana, Red Diamond, Cherry, Banana,
Cherry

Stage 3: Cherry, Red Diamond, Blue Diamond,
Cherry, Banana

Stage 4: Red Diamond, Cherry, Blue Diamond,
Blue Diamond, Red Diamond

Stage 5: Banana, Cherry, Blue Diamond, Red Diamond,
Banana

Comment: Not a lot of detail in the characters, but fine animation and solid, entertaining gameplay, particularly for younger players.

Violence: C

GRADIUS III—THE OUTBREAK

Story: Bacterion is the source of all evil in the universe. As a warrior of the planet Gradius, your mission is to fly into space and free the worlds the creature and its agents have oppressed, and to destroy the vile alien itself.

Strategies: The bosses of each zone can be beaten in this way:

Zone 1: Stay to the far left, middle, and shoot at the Earwig Scorpion when its pincers are open; also fire at the projectiles it emits. Move slightly to the right and down or up when the creature's assistants come from the top and bottom on the left; shoot those that you can and avoid the rest. When the Scorpion's fireballs explode or fall apart when hit, maneuver around the pieces.

Zone 2: Once again, stay on the left when the Bubble Brain appears and fire into the creature's brain. Your shots will cause the bubble to erode; shoot the tiny bubbles that form. Piece of cake!

Zone 3: QB2B attacks from the Rock on the right, first two Laser Beams, and follows them up with zigzag Lasers *between* the two parallel Beams. However, they form small diamond shapes, and if you get inside one of them you'll be okay. Stay close to the boss—about one ship's length—so you can be in the nearest diamond area, and continue firing at the alien.

Zone 4: Mega Monolith spits little Easter Island heads. Stay in the middle of the screen and keep shooting at the monster's maw while giving yourself maneuvering space to duck whatever comes at you.

Zone 5: The Two-Headed Scorch Serpent spits fire. Stay on the left, concentrating on the nearest head and sticking with it.

Zone 6: Boss Bulbous is a plant with a suction mouth. Stay in the top left as much as possible, where you can easily dodge the projectiles: when Bulbous's red center is accessible, drop down and blast away.

Zone 7: Remain in the upper portion of the screen just as the battle is about to begin: Beacon charges from behind you, heading right. When it settles in on the right, moving up and down and firing lasers and laser balls at you, don't stop moving! The first order of business is to avoid being hit; get in your shots at Beacon's center only when you can.

Zone 8: Grim shoots Ice-like Lasers, and also charges to the left. Stay on defense until the monster goes dormant for a few seconds, on the right. Move in, zap it when it becomes animate again, then get the heck out of the way and go back on defense.

Zone 9: The spidery Shadow Dancer comes from the left: go left when it lifts a leg, and remain more or less in the center on the left. Unfortunately, Shadow Dancer has a twin and they work together: you'll have to move often to avoid whatever they throw at you, but keep returning to the center left when you can, blasting away at their foul blue hearts.

Zone 10: Believe it or not, just a few shots at the blustery-but-feeble Bacterion, the boss of bosses, and the game's over!

A Few Tips: If you want to start the game heavily powered-up, let the game begin, pause it, then input Up, Up, Down, Down, Left, Right, Left, then push and hold Right. Still holding it, hold down B and A and hit

Start. You can only do this trick once in each zone, and if you die the power-ups die with you.

If you want thirty ships, press Left, A, A, A, then hit Start during the Title Screen.

To begin with many more Continues, tap the X button as fast as you can during the Title Screen, then hit Start before the screen changes.

If you want R. Option Shields to cover a wider area, select the R. Option block and activate it by collecting sufficient power-ups. When it's highlighted, press and hold the A button: the area will double before your delighted eyes!

For those of you who like surprises, go to the Weapon Screen and tap X, Y, X, Y, X, Y. The game will give you weapons of its own choosing.

Should you want to play in the unlisted arcade mode, go to the Option Screen and hit the A button repeatedly, as fast as you can.

To expand the demo mode, go to the Title Screen and hold down the A button.

Finally, to see your ship explode very colorfully, press Up, Up, Down, Down, Left, Right, Left, then hold Right and push and hold B and A.

Comment: Fast, furious, and dangerous—though the graphics are sadly rudimentary and bland.

Violence: NG

HARLEY'S HUMONGOUS ADVENTURE

Story: Shades of the Shrinking Man! A young inventor, Harley, creates a Shrink Machine . . . but something goes wrong and he ends up miniaturized. In order to get big again, he must collect missing parts from the mutant insects that have stolen them.

Strategies: Here's some stage-by-stage assistance.

Stage 1, The Laboratory: There are no foes here, but you must load your Nail Gun and find fuel for the Jetpack. Having done the latter, make sure you fly up and collect the Nuts you'll need to effect repairs on the Shrink Machine.

Stage 2, The Kitchen: Ring the Bells by jumping up and *hitting* them, not just touching them. Leap the stack of six Cans at the end, go to the Ledge on the right, and get Insecticide. It lasts a short while, so blaze your way through the insects!

Stage 3, The Playroom: Enter the Tank, roll ahead, and don't ever stop firing! In the second section, ring the first Bell, leap up and left to the Ledge, climb and go left to the blue Ledges, leap them and keep going left to the power-ups. When you have them, jump to the left for a secret area. Ascend the left wall to exit.

Stage 4, The Closet: When you come to the two non-moving Ledges, go left: you can walk through the box there and get power-ups.

Stage 5, The Library: You can't move from here until you stop the Rat: do so by blasting its feet.

Stage 6: The Bathroom: Dive into the Bathtub and go down the Pipe. Explore here, and when you emerge,

shove the Soap in the water and run on it, facing left. You can ride the Bubbles that lather up, only don't let your Bubble collide with another or it'll pop.

Stage 7, The Library: Use the Stapler to bounce up, and go up into the green Lamps for power-ups.

Stage 8, Harley's Room: After the first bell, go right to the Tunnel, then left into the Tunnel. There are power-ups beyond the Ants. Exit to the right, go right, and leap to the roof of the Lego-like house. Continue right along the blue Ledges to the flags, drop down on the left and get a 1-Up. In the next section, run right, leap onto the blue Ledge, climb to the top, and go right through the Wall.

Stage 9, The Playroom: Déjà vu—the Rat tosses razor-sharp Wheels. Scoot behind the Rat when it leaps into the air, and shoot off its forearm so it can't throw more Wheels. Leap again: this time you've got to plug the Rat's head.

Stage 10: The Vents: Get through by going right, up at the crossroads, left at the crossroads, up at the crossroads, right at the crossroads, up at the crossroads, up at the next crossroads, right at the crossroads, right again at the crossroads, down, right, down, right at the crossroads, up at the crossroads, left to the vent, and up to the piece of the Shrinker.

Stage 11, The Roof: Leap along the Pole tops, save for the one near the midway point; you'll have to Jetpack over (though not before you go down to the wire and get fuel . . .). In the second stage, go left, leap up the Ledges to the top of the Pole, leap left *into* the Pole, and you'll be in a secret section. Go left here and drop down. When you emerge, go right on the Wires and use the Parachute to get to the missing part.

Stage 12, The Backyard: Go left and drop into the

second Anthill. After exploring, use the Root to vault yourself back up. Enter the Fire Ant Tunnel, go left over the hole and into a tunnel. Leap the hole, continue left, and drop into the tunnel. Go left to the bell and drop into the hole beyond it. Go right, drop in the next hold, head left, leap the hole, then enter the small tunnel. Drop to the tunnel, go left, enter the hole, go left, collect the Heart, go right, and leap back up to the tunnel. Head left, enter the tunnel over the bell, go right and up. Outside once more, go left.

Stage 13, The Laboratory: You'll be fighting the Rat yet again. When it vaults into the center of the screen, hop on to the blue Spool and shoot the Rat's head. It'll leap right; you go left and jump to the ground. When the Rat leaps to the Spool, you hop up and down to dodge the rodent and its projectiles, while continuing your attack. More than two dozen hits are required to destroy the beast.

A couple of Pro Action Replay codes you'll find useful:

Unlimited Nails: **7EAB-5499**

Unlimited Jetpack Fuel: **7E24-BD30**

Unlimited Life: **7E24-BA08**

Unlimited Lives: **7E24-B803**

Comment: Perfect for kids, enjoyable for experienced gamers, and very colorful.

Violence: C

INSPECTOR GADGET

Story: The gadget-laden cyborg detective of TV's popular cartoon series has to rescue his niece Penny and her dog from the evil Dr. Claw.

Strategies: Here's some stage-by-stage assistance.

Stage 1, The Haunted Castle: To fight Claw and his Chair, just leap and punch it. (All the bosses can be destroyed using punches, though special weapons do the job faster!)

Stage 2, The Clock Tower: Melting the first Snowman usually earns you a 1-Up. At the first break in the ice, stand there and leap left when it drops: move quickly to the newly revealed Warp (bonus ?'s) area! Also watch for the Warp (bonus hats) in the upper left, when you ascend the cliffs. To beat the Pendulum, gather power-ups on the roof, then use Arrows or Anvils against the Chair to which it is attached.

Stage 3, The Amazon: The Chair here is ringed with lethal spikes. Stay in the lower left and attack with Red Helicopter Blades. Pssst: look for invisible 1-Ups in the tops of the trees. Use the Magnifying Glass after the second collapsing ledge.

Stage 4, Ancient Incan Ruins: What now? The Chair is equipped with a rotating claw. Fortunately, Claw is unable to fire down, so stay under him, leaping from platform to platform, punching as you do so.

Stage 5, The Egyptian Pyramid: Claw is getting pretty ostentatious: the Chair is nestled in an ornate Egyptian headdress. Claw shoots at you this time, so avoid his fire and get in your shots as you can.

Stage 6, Dr. Claw's Hideout: You have to attack the

outer shell of the aircraft. When you've destroyed it, you'll be drawn inside.

To access a hidden screen, go to the Title Screen and hold down L, R, and B. While holding them down, quickly push Down, Down, Up, Left, Right, Down, Right, Left. The screen will turn pink; release the buttons and hit Start. A Menu Screen will appear, giving you access to different stages, various options, and a sound test.

Comment: Vibrant graphics, smooth animation, and solid gameplay for all ages, with a few surprises for veterans.

Violence: C

JURASSIC PARK

Story: As in the novel and movie, the captives go on a rampage in a modern-day dinosaur zoo. Your job is to activate sensors, close the center, foil the dinosaurs' escape, destroy nests, and get the heck out!

Strategies: You can't get anywhere without character IDs, and here's where to find them.

Ian Malcom's ID is found in the Nublar Shed, on the upper level.

Dr. Wu's card is on the ship on Sublevel one.

Donald Gennaro's ID is on the second floor of the Nublar Utility Shed.

Hammond's card is located on the roof of the Visitor Center.

Look in the Ground Floor of the Beach Utility Shed for Dennis Nedry's ID card.

Go to Sublevel One of the Raptor Pen for Muldoon's card.

You'll find Ellie's card in Sublevel Three.

There's a hidden level in the game, which you can find in the mountains east of the Visitor Center. Take the path around the mountains until you reach a rock wall that looks like a barbell laid across the screen from top right to bottom left. Push Up, go into the wall, and get a lot of power-ups here.

Codes for Game Genie include:

C2CB-3407: Infinite first weapons outside

3CC4-3C65

3CCA-36DS: Infinite weapons inside

C26A-4700: Infinite Lives

Pro Action Replay codes include:

7E02-8BO8: Pick up weapon

7E02-9508: Get shotgun

7E02-9708: Get spread weapon

7E02-DBOO: Infinite Energy outside

7E02-9510: Infinite ammunition

7E04-0555: Additional dinosaurs

Comment: Faithfully re-creates the thrills of the flick, with good animation (though not up to the computer-generated images in the movie, of course!) and superlative surround sound.

Violence: G

KABLODEY

Story: You've got to solve puzzles without being blown up real good.

Strategies: You'll want to figure out the puzzles yourself. In case you can't, though, here are the passwords to all 130 levels of the game:

1: BPMP	28: DBTG	55: VJSB	82: NBMF
2: TFST	29: WGGD	56: VRST	83: NGJL
3: SPBP	30: TJMG	57: LBMP	84: MJND
4: RBCG	31: PBJL	58: VNBT	85: PJLL
5: RPSS	32: SHJP	59: TYRF	86: MBJL
6: FBJR	33: RJNG	60: TYPF	87: LJLY
7: QVJZ	34: SHPR	61: TRGG	88: LFNS
8: RFFD	35: SJZF	62: TWJN	89: SPQT
9: RBTT	36: TBLK	63: TVSK	90: LBRK
10: RBFT	37: GJRL	64: TVNF	91: KNQB
11: PVFN	38: ZPPM	65: TPNY	92: KNFF
12: NFWS	39: ZPNG	66: SWBN	93: PBLM
13: LJSB	40: ZJNC	67: STBR	94: KBNG
14: MVLF	41: GPLD	68: SPLP	95: KBND
15: MVFF	42: ZGRP	69: LPVG	96: KBLT
16: DJMF	43: YPLK	70: SPVP	97: LQCK
17: DBVG	44: YGLL	71: RPSF	98: JVNf
18: DPLL	45: PPBL	72: RPPF	99: JFBN
19: DJSK	46: YBRP	73: RSST	100: JBZZ
20: GBTF	47: WPPL	74: RPPT	101: SBFG
21: JRPN	48: WJRG	75: RFST	102: JTGM
22: GBMF	49: SPNG	76: RFBD	103: JSLG
23: PBSS	50: WJND	77: TBPF	104: HQST
24: WPRG	51: WGST	78: RBjN	105: WQRM
25: LFBG	52: WBVF	79: NPTF	106: HQLD
26: CVFF	53: FJRF	80: NFST	107: HJLL
27: LPJC	54: WBSP	81: VBSF	108: HGRB

109: NQSF	115: GJFT	121: SKGN	126: CXPY
110: HFLP	116: FWSG	122: GBSG	127: MBKV
111: GVST	117: HBJR	123: DQXR	128: BVTP
112: GQWN	118: FJVF	124: CRZB	129: FNDS
113: FYGS	119: FBCG	125: MYTH	130: DRMQ
114: GLQW	120: GXJT		

Comment: Different and fun!

Violence: N

KING ARTHUR'S WORLD

Story: Bored with life in Camelot, King Arthur is ready for new quests. The call has gone out for men to become knights, and for knights to go on quests.

Strategies: Here are some tips to get you through training.

When you reach Level 5, it's time to learn magic. Dispatch a solitary soldier to hold the enemy back, while you call a Black Wizard.

To storm the castle in Level 6, have a Barrelman break through the gate and attack the Pulverizers, then employ Archers to fight the onrushing soldiers.

In Level 8, fill the pit outside the tent, then build a Catapult to hurl fireballs against the castle.

Make sure you station a soldier in Level 9 to protect Arthur from the boulder.

Don't engage unless you're ready: if you're concerned about an enemy, use Return to Tent and hit X. (This will warp you back, so you don't get hurt trudging back!)

In later stages, set up tents outside castles under siege, so you can save your warriors' strength.

Codes are in the form of a sixteen-square grid. The squares are either solid (S) or red (R). The following codes will take you far.

Skip Training:

R	R	S	S
S	R	S	R
S	S	S	S
S	S	S	R

Enter the Dark Goblin's realm:

R	S	S	S
S	R	S	S
R	S	S	R
S	S	S	S

Enter the Cloud World:

S	S	R	S
S	R	S	R
S	R	S	S
R	S	S	S

The Demon Overlord:

S	R	S	S
R	S	R	S
S	S	S	S
R	R	S	S

Comment: An engrossing, ominous, visually impressive game which you'll enjoy going back to.

Violence: NG

LAGOON

Story: Demons have infested the once-happy lands around Atland. Though inexperienced, young Nasir must sally forth, travel to distant lands, fight monsters and demons, rescue the Princess Felicia, and destroy the evil mastermind Zerah.

Strategies: Begin by exploring the town, buying a Short Sword and Armor, and entering the Gold Cave. Go left, up, right, up, left, up, left (under the logs), down, left (under more logs), up, left, and down. There's a Treasure Chest here: open it for a Healing Pot. Go up, right, down, right, up, right, up, left, and up to the door. Head right, down, right (in the room), and down to a new Treasure Chest. Take ten Gold from it. Go back up to the corridor and go right, to the end. Then go down, right, up, left, and take the first turn up: enter the door, go right, take the steps, and climb the stairs to the top of the cliff. Give Giles the Healing Pot and take him home. Back in town, he'll reveal a great deal to you. Buy a new Healing Pot, then go chat with the Faith Healer.

The Healer will send you to find Samson the demon. First, buy an Iron Shield, then come back and talk some more with the Faith Healer before heading to the Gold Cave. Go left, up, right, up, left to the second hallway, and up. Make sure you're at Level 8 and strike the red demon's left leg, at the white marking. Keep attacking and, upon his death, you'll find yourself in Elf Field. Get to Level 9, killing bugs here before moving through the two campfires into Voloh to learn about the three tablets. . . .

You're on your way! Some highlights to watch out for:

Reach Level 11 before heading to Philips Castle, and watch out when you enter—not all the steps are solid. Draw a map when you go through here: it's *that* complicated. Use the Statues here to protect yourself from enemy attack. Upon exiting, don't go back to the village: go right and enter the open door there. Step on the symbol to Warp to the Dwarf Desert.

Head left, zigzagging through the desert to Denegul. After your visit, exit and go right to the Dwarf Cave; watch out for the holes in the floor. Make sure you're at least Level 18 before you reach the Silence Cave. After getting the Moon Stone, return to Denegul, learn about Felicia and Ella, get the Freezing Pot, and return to the Cave. Get yourself to Level 19 before you enter, and Level 20 before you fight Eardon. Use the Moon Stone, and hack at its eyes. After Eardon's death, you'll enter—

Hobbit Valley. Go up to the village of Poper, then down, then to the upper left of the Valley to get to Siegfried Castle. When you get the Mint, return to the village, give it to the Cleric, and learn about the demon Duma at the Castle and the Warp there. To fight Duma, run up to him when the giant head appears, get in your licks when the face plate is open, then back away when the giant tries to clap you betwixt his hands. Duck the fireballs by cutting slightly to the right; when the hands retreat, move in and repeat. The Warp here takes you to—

The Gnome Tree, which will take you to the village of Lilaty. From there, you'll cross the Gnome Plain to the Ice Cave. When you face Thimale—having reached at least Level 30—go to the bottom of the screen. Use the Elixir if you have to, face the beast, and hit it four times.

You'll get the Life Ball: exit to the Nymph Spring, go to the top of the island, and ring the Angel Bell there. The Nymphs will escort you to—

Phantom Hill. Make sure you're at least at Level 35. When you face Battler with two hulking aides, avoid the big eyes by hiding in the door nook to the rear, and hit your foe in the sides (keeping your Life Stone handy). When Battler dies, so will the eye-things. To defeat Zerah, leap the first flurry of fireballs and hit the beast in its red nose. He'll change to a winged demon and try to clobber you with his tail. Get behind it and hit its back; with Elixir, you'll win with no problem. You'll also have to fight the duplicitous Thor: leap his flames and move between the bullets.

Comment: A wonderful role-playing game for beginners, though seasoned players will have fun as well. Top-notch animation, though the sound effects are blah.

Violence: NG

LAWNMOWER MAN

Story: Virtual reality, here I come!

Strategies: Never mind slugging your way through this game like ordinary mortals. Here are a slew of shortcuts:

Press Start during the game to pause it, then hit B, R, A, Select, Select, Y, A, B, Y, A, B. Unpause the game; there won't be any indication the game received your code. However, try pressing L or R repeatedly: the

game will inch along in slow motion, enabling you to do the following:

If you want to execute stage select, press Start, followed by A, L, L. Unpause and you'll be given the Nigel Wayne Mode Menu, which gives you access to all stages, including Virtual Worlds and the Jobe and Doomplayer confrontations.

To get infinite lives—with the first code still in effect—pause the game and hit R, A, Select, Y, and then Start. No matter how many times you die, you won't lose any lives on the meter.

To skip stages, pause the game and hit A. The only drawback: the trick only works in Virtual World stages. Any other time, it could very well boot you back to the Title Screen.

Comment: A faithful adaptation of the non-Stephen King movie.

Violence: NG

THE LEGEND OF ZELDA: A LINK TO THE PAST

Story: The sorcerer Agahnim has conquered Hyrule and abducted Princess Zelda. Not content with his awful triumph, Agahnim intends to open a doorway between Hyrule and the Dark World. Only young Link stands between the fiend and victory.

Strategies: Books can—and have—been written about this game. The patient, clever player will make it

through, though there *are* daunting areas and tough-to-find items, such as:

The Flippers allow Link to negotiate deep waters. To get them, Link must first find Zora. Search in the Light World: head to the northeast corner, past the Witch's Shop. Go along the shallow sections of the river, and when the river forks north and east, you go north. When you are as north as you can get, follow the lower shallow river to Zora. You can buy the Flippers for five hundred Rupees. Just make sure you avoid the shots of Zora's flunkies and pack enough Life Potion to help yourself.

Another key item, so to speak, is the Big Key in the Swamp Palace. Starting in the big room with the large Chest in the center, leave via the top left door. Turn on the Flood Switch in the next room, hit the Crystal Switch so it's red, then go back to the first room and leave through the bottom left door. Go through the far left door in the next chamber, go up the stairs in the following room, and you'll be in a room with a pool and firearms. Maneuver around the flames and go to the top right hole in the floor. Move the block, descend to the basement, go right, and enter a room with a row of skulls and a Chest. The Big Key is inside.

The Staff of Byrna is also tough to find. In the Dark World, warp in the flower circle, head straight off the cliff, and enter the cave from the ledge below. Hit the Moles with your Magic Hammer (which you got from the big Chest in the Dark Palace, right?), then rush through the spiked corridor; restore any damage you took using Life Potion. At the end of the corridor is a Chest with the Staff.

Trinexx of Turtle Rock is a tough foe, and to beat the two-headed fiend you must use your Ice Rod to zap the hot head and the Fire Rod to sizzle the cold one. Two

attacks will weaken them sufficiently so that you can get in close and stab them. When the heads are history, Trinexx will glow where it's weakest.

To get inside the Waterfall of Wishing, go east to the bend in the River. Go north and, if you have the Flip-pers, go straight into the Falls and you'll find a secret cave. The Faerie inside will be enormously helpful to you.

Reaching Misery Mire also presents a challenge because you can't get there without warping. In the Light World, use the Duck to get to the Desert Cliff. Using the Titan's Mitt (which you got from the Chest in the Gargoyle's Domain), raise the second rock and you'll find a Warp Tile. This will take you to Misery Mire in the Dark World: go north to the dungeon, and use Ether Magic to get in.

Getting in at the Ice Palace is more of a problem. Hit the Crystal Switch to bring down the Blue Gates, then move the lower left block into the hole in the center of the chamber. Go to the fourth floor, far left room, descend through a hole, go right, return to the lower floor, and push the block over the Trigger Switch.

To find the magical Cape, go to the Cemetery and use the Titan's Mitt to get rid of the stones in front of the tomb. Back away, dash the tombstone, and enter.

The fourth Magic Bottle is also a puzzler. Go to the Frog south of the village in Dark World and take it to the Blacksmith. Next, head to the Dark World, take the Chest, go to the Sleeping Man beside the Desert, and let him pick the lock.

As for the "hidden" Bomb Shop, look for it in the Dark World counterpart of Link's House. If you buy a Super Bomb for one hundred Rupees, it will follow you everywhere. (Once you have it, you should go to the

Pyramid of Power, use the Bomb at the large broken block, and liberate the Faerie.)

Other important items can be found as follows:

Bug-Catching Net in the Bug-Catching Boy's House in Kakariko Village.

Cane of Byrna on top of Death Mountain.

Cane of Somaria in the Chest of the Misery Maze.

Ether Medallion, west of the Tower of Hera.

Fighter's Sword and Shield, from your Uncle in the tunnel under Hyrule Castle.

Fire Rod, in the Chest of the Skull Palace.

Flute, in the top left of the Haunted Grove.

Golden Sword, from the chubby Faerie in the Pyramid of Power.

Hookshot, in the Chest of the Swamp Palace.

Ice Rod, in a cave east of Lake Hylia.

Magic Bottle One, from the merchant north of the Weathercock.

Magic Bottle Two, at the Inn.

Magic Bottle Three, under a bridge.

Magic Mirror, from the Lost Old Man on Death Mountain.

Magic Mushroom, in the Lost Woods.

Magic Powder, in the Witch's House.

Master Sword, in the northwest section of the Lost Woods.

Mirror Shield, in the Chest of Turtle Rock.

Moon Pearl, in the Chest in the Tower of Hera.

Pegasus Shoes, in Sahasralah's Hideout.

Quake Medallion, from the circle of stones in the Lake of Ill Omen.

Tempered Sword, from the Blacksmith.

Comment: A worthy follow-up to the original games, with effective graphics.

Violence: NG

LEMMINGS

Story: Lemmings are best known as rodents who reportedly follow one another blindly—into the sea or off cliffs (and as the name of an old *National Lampoon*-stage show . . .). These Lemmings, however, are your subjects, and you must teach them to live long and prosper against a variety of dangers.

Strategies: Here are the codes to every level, in each difficulty category:

	<i>Fun</i>	<i>Tricky</i>	<i>Taxing</i>	<i>Mayhem</i>
1:	—————	MGQZMGG	PQFPTBP	XNMTWVD
2:	MJDVLXT	LXSFDXB	HPLHRXL	KDTJQQR
3:	ZBHPRLQ	NKVKRTB	CPZRSRV	VNTGWRB
4:	GWSXMHK	NKVKRTB	SMSWSPW	SQDLCRR
5:	NCDDKKWG	GJWDHMG	DXCQKRX	JHQTCPD
6:	CKWDRKV	DJCQQZT	MDGMJLD	RQXNVNP
7:	HCBSMGV	JHSVCQL	WZWSDMX	CBWMMLG
8:	JBKZQGS	RCHFGNN	HZBCFQM	LCVDQWL
9:	MMDMKKX	BJWVRCQ	SPRPVHR	KDHW TJL
10:	SKFKNNB	RFPZFBJ	BWCBKXJ	GVNKKJL
11:	LXNLJCP	JKJBRMQ	WRFVJDL	DXCDGNH
12:	MTPCTNP	MZDCDTC	GGBCXXS	GWJTPLW
13:	PCLSRCP	ZVMQKXB	TTXQXQL	LNZNHWM
14:	KPMDGXA	ZZRHJPL	DCBBWNH	MZXZKZC
15:	TLVKLSW	JFKLJPX	WCBLDQX	RWLITCQ
16:	HMHRSDR	JQXRNGJ	PFVFXCR	LGJCRKM
17:	MFLFHSB	WVHQQT	NKVCKDN	SQXKBZN

18: QXPKCHB	KWVBVJP	QPDDJFB	WXTBWCB
19: MWRTLNR	TTKLKZT	QBGBPSW	NPKNRKV
20: GMXCWPS	NNFFQPV	JLXJWNW	PZQWRGP
21: KBXNLPB	ZNXBKMP	JLHFSRF	DZTHVNL
22: DVJJBGM	QSLQWTJ	WCLJNNK	RMDTBFQ
23: LGSSCZL	BGFVMFR	LFVHHMM	FCSLSPK
24: MVGDKVX	PQZWDKM	MHNNCPC	RNHQXVM
25: LSQHCQS	SBCMSJS	RNMKXLP	LTGNDXH
26: SXRQMVR	BDGQRNX	XZZSDDN	LHLTDDV
27: PMQJPMX	XPPBQWL	BBTSGZC	HCBBKHV
28: DHBPTWQ	JHQSPRH	LXFLJPX	MWLGVOJ
29: BCXLWVV	GCLKJMQ	QKZVKFT	GSPQCRQ
30: FXWBBSL	SRWGXMZ	WFCSHNT	ZTTGRFH

Additional skill levels can be reached using:

TPCWFMF WSJCLDX PVNRCMV
 HZSQQNV KCGHCNC.

If you want to do something more than punch in passwords, go to the Title Screen, press and hold Select, then hit Start for an Options and Sound Test Screen.

Comment: An inspired, engaging, one-of-a-kind game, like a video ant colony.

Violence: C

THE LOST VIKINGS

Story: And *are* they lost! Erik the Swift, Baleog the Fierce, and Olaf the Stout are abducted by the despotic alien Tomator. They must fight through thirty-seven levels to get home.

Strategies: The first four levels are a cinch. Here are the codes to take you to the rest:

Level 5: LLMO	Level 16: JMNN	Level 27: WKYY
Level 6: FLOT	Level 17: TTRS	Level 28: CMBO
Level 7: TRSS	Level 18: JLLY	Level 29: 8BLL
Level 8: PRHS	Level 19: PLNG	Level 30: TRDR
Level 9: CVRN	Level 20: BTRY	Level 31: FNTM
Level 10: BBLS	Level 21: JNKR	Level 32: WRLR
Level 11: VLCN	Level 22: CBLT	Level 33: TRPD
Level 12: QCKS	Level 23: HOPP	Level 34: TFFF
Level 13: PHRO	Level 24: SMRT	Level 35: FRGT
Level 14: CIRO	Level 25: V8TR	Level 36: 4RN4
Level 15: SPKS	Level 26: NFL8	Level 37: MSTR

Well . . . okay. You *can* do it all a little easier by holding down X, Y, A, and B at the same time. But having the codes can be just a little more convenient at times.

Comment: A fun, charming adventure game, with enchanting visuals.

Violence: C

LUFIA AND THE FORTRESS OF DOOM

Story: A century before, the Sinistrals were defeated by a long-dead warrior. Now the fiends have returned, and you—heir to the proud family tradition of Sinistral-slaying—must find the powerful Dual Blade and repel the invaders.

Strategies: Guy's house is located on the other side of the East Caves, which are located (surprise!) east of Treck. When Guy dies, search his grave. By the way, while you're in Treck, upgrade your equipment and get cloth shoes in one of the houses.

West of Treck are the Caves where you'll find an ominous-looking pit. Drop down to the Magic Fountain, where you can power-up by taking a stroll on the Blue Circles. You'll also find the ship *Maberia* here.

In Grenoble, you have to pay the man who asks about the rumor 50 gold before he'll take you to the basement.

Lufia will only go into the Old Cave room that says "Women Only"—and thus claim the Fairy's Kiss—if Aguro is with the party. To get him to join, go to Lorbenia, to the top floor of the central building. Your pockets will be picked, after which you must visit the Inn to inquire about the crook. Leave the Inn, and Aguro will be with you.

Visit the Old Cave before you head for the North Tower. In the Cave, take the Silver Wick but *not* the Brone Sword: if you use it to hit a monster, *you* will be hurt! (If you accidentally take it, go to the church, pay 600 gold to have the curse lifted, then sell the Brone Sword.) Before going to the Tower, head for Grenoble and save the game there. You'll find the powerful Sonic Ring in the Tower—and, if things ever get too hairy for you here, just leap from any window. You won't be hurt, however high you are when you jump.

To get the Hope Ruby from the Medan Mines, you must first go to Jenoba and purchase something from the cider seller, who will give you information. Then, buy cider from the woman beside him for more news. Go to Ruan, visit the Gem Shop, and learn about rubies

and sapphires. Return to the Mines, and now you will be allowed in to get the Hope Ruby.

When you come to the North Tower, don't step on the teleport circle at the north side or you'll be whisked to the bottom of the tower! Step on the circle on the right (beside the pillars), head north to the next circle, and go north again. To defeat the dragon Follower, arm yourself and Aguro with the blade of your choice while Lufia casts Drain Spells. If the Follower does likewise, use Shield Spells. When you win, you'll find yourself in Belgen, where you should save the game.

In Surinagal, buy a Glass Cap and Brone Breast for Jerin and boost the hero to Level 17.

When you reach the Blue Tower, make sure you read the letter on the second floor. To get the Green Jade here, find the room with the pit, drop down, open the chest, drop down the pit, and open another chest for the Green Jade.

Lufia won't return to Ruan's Inn until you first explore Sheran and return to Alekia.

Lilah's brother won't be in the North Caves until Lufia is with you. Visit Chatam before going through the pass to Sheran.

Get the Shrine Key in Elfrea. You'll need it to unlock the shrine to the Overworld.

After leaving the village of Ranqs, you won't be able to enter the Mountain Tunnel without first going to the cave east of town. From the Tunnel opening, go up, right, right, up, right, right, up, up, up, up, left, left, left, down, left, left, down, left, left, up, up, right, up, right, right, and up to the stairs.

To reach the chests on the second floor of the Tower of Grief, drop through the cracks around the chests and

go up the bottom left and top right stairs to reach the chests.

The route through the fortress to battle the first Sinistral, Gades, is as follows:

Level 1: Go forward to the stairs.

Level 2: Go forward, right, then right to the stairs.

Level 3: Go forward to the stairs.

Level 4: Go forward to the blue portal.

Level 5: Go forward to the dais.

To defeat Gades, arm Selan and Artea with Thunder, and Maxim and Guy with Swords. The second Sinistral, Amon, throws Dread Spells, which makes him the easiest of the lot to defeat. When you fight the third fiend, Daos, arm Jerin with Trick Spells and use Boost Spells as often as necessary to keep up your HP. When you've beaten all three, they merge into the huge Guard Daos. Attack as before, only make sure Jerin uses Mirror Spell on the warriors to protect them from the monster's spells.

Comment: The graphics are only okay, but this sprawling role-playing game is ideal for videogamers who aren't *quite* ready for the killers.

Violence: NG

THE MAGICAL QUEST

Story: Mickey's dog Pluto has been abducted by the evil Emperor Pete. To rescue him, the Mouse (who was nearly called Mortimer) must travel through six magical realms.

Strategies: Don't be fooled by the adorable Disney creatures! Most of 'em are lethal!

Here are tips on how to beat the bosses at each level.

Stage 1, Treetops: The giant Snake appears on one side of the screen then leaps to the other, whipping its tail above. Make sure you stand on Blocks so you'll be able to leap the Snake when it jumps. Spin-toss Blocks at the Snake, or heave its broken and discarded body parts at it.

Stage 2, Dark Forest: The Spider doesn't follow a set pattern, so just keep leaping on its head or hitting the head with magic bolts. Leave the Magic Lamp in the bottom right until you need more energy.

Stage 3, Fire Grotto: Keep pumping water on the hot-headed boss as you circle it on the platform; when the platform goes beneath the boss, be sure to duck. More confident players can stay on the right, firing left, leaping from platform to platform.

Stage 4, Pete's Peak: Attack the egg-carrying vulture by donning the Wizard's Costume, leaping, and firing a magic bolt. If you want to try something more daring, use a grappling hook to snag the egg, then leap and heave it at the vulture's head. If you delay, though, the egg will hatch, serving up more foes for you to fight. (You can leap the yolky worms and leap onto the small vultures.)

Stage 5, Snowy Valley: The hulking boss spits three snowballs at a time: if you jump the first, the others will pass by harmlessly. Stand on the opposite side of the screen and, as the Wizard, use a fully charged magic bolt. When the boss moves to the other side, leap and zap him. When he moves to your side, leap on his head and use it to spring to the other side.

Stage 6, Pete's Castle: Pete attacks in five different

ways. While you're battling and/or avoiding his attacks, keep firing at the P on Pete's chest, which is the only way to hurt him. First up: when the Blocks move from the right to the left, leap them, then duck and fire away at the bottom Block. The Wall will pass over you; stop firing and leap the lone Block. When the Torches attack, they'll go right, left, right, left, then divebomb you. When they do, rush left and shoot them. Next, a pair of Blocks will hop across the screen. You can freeze them, leap on one of them, or just get the heck out of their way. Pete's fourth weapon are the Blue Projectiles that come from his hands, and Puffs of Blue Steam that shoot from the ground. Just stay on your toes (or off them, actually!) and dodge the lot of them. Finally, Pete will fire a Starburst at you. Just head for the lug, duck the Starburst, and finish your attack.

Game Genie codes which will prove useful are:

C23D-6FA0: Expanded Invincibility

1B2D-6765 and **4A2D-67A5:** Super Jump

C22B-ADA: Infinite Lives

Comment: Loads of fun for kids, diverting for pros, with eye-popping graphics.

Violence: C

MECH WARRIOR

Story: A thousand years from now, you are a mercenary, robotic Mech Warrior based on the planet Galatea. Though you'll sell your services to other worlds,

what you really want to do is find the evildoers who killed your family.

Strategies: Some players insist on trying to wipe out every enemy Mech in sight. However, the wisest tack is to concentrate on your goal: take out the Mechs you can (or have to), and don't be distracted. If you fail to complete the mission, it won't matter *how* many Mechs you've stopped.

Needless to say, save the game after each successful mission. Otherwise, it's back to zero if you are vanquished!

To make yourself invincible for just one fight, here's what you must do. After agreeing to your contract and outfitting your Mech at GHQ, begin the mission. Land on the planet, pause the game, and push A, L, L, Y, A, L, L, Y, A, L, L, Y on Controller 1. Hit Start and go! (If you did everything correctly, the word INVINCIBLE will appear on the screen.)

Comment: Stimulating gameplay, superior graphics, and dynamic sound effects.

Violence: NG

MEGA MAN X

Story: Sigma, the former head of the Maverick Hunters, has hired a bunch of robots to kill all humans. Nice. But Siggy hasn't counted on our dogged hero in his latest (but first SNES) outing! (By the way, it's *Mega Man "Ex,"* not "*Ten*": X is the robot who helps our guy; this is actually Mega's eleventh escapade.)

Strategies: To win at this game, take the levels in the following order, use the power-up you get by beating each boss against the *next* boss, and be aware of these highlights:

Flame Mammoth: Fight the brute using the X-Buster, and run under the pesky pachyderm when it leaps.

Chill Penguin: Keep in mind that the bird'll storm right through its own penguins to get to you. When the feathered fiend appears, it's best to stay on the opposite side, go up on the walls, and fire!

Note: There's a well-hidden Heart Tank on this level. Put on the robot suit and ride to the entrance of the cave. Exit, climb the wall to the ledge on top, hit the first small dome with Fire Wave, and you'll have your prize.

Spark Mandrill: Use the Ice Beam on this sinister simian cyborg, and jump his Energy Balls, which roll along the floor and up the wall!

Armored Armadillo: Don't use full-power blasts; those only make the boss angry! Fire your X-Buster *repeatedly*, however much it's charged.

Launch Octopus: Defeat the boss with Armored Armadillo's Shield. Otherwise, ole eight-arms will wrap its tentacles around you and drain *and* absorb your power.

Note: After you destroy the Mech Eel in the sprawling underwater area, go right. X will find a room with a Heart Tank.

Boomer Kuwanger: The lanky bull will try to impale you on its horns. Continually fire Homing Missiles on the boss. When Kuwanger charges, leap onto a wall and *stay* there.

Sting Chameleon: Turn the Boomerang Cutter weapon from Boomer on Sting (the Chameleon, not the singer).

Storm Eagle: The flying fury comes swooping down

from one side, then the other, and also sends mechanical birds to make your life miserable. All you can do is get out of the way when the Eagle dives, then turn while he's still at your level and blast away.

After beating these enemies, you'll face Sigma's Dog. The best way to deal with the cruel canine is to use your regular old X-Buster, fully powered, and dodge when the dog runs at you; when it tries to trap you in a corner, go up onto the walls and over, back to the floor.

After the Dog comes Sigma with a sword. Use the Electric Spark. Sig will zigzag toward the top: the safest place to be is in the upper right. Keep shooting at Sig, jump off the wall when he gets up to where you are, then return to your little niche. When this fellow has been beaten, the head will remain behind and join with a new body, that of Sigma himself. His head is his weak spot. Use Rolling Shield against him. Don't wait until it's powered-up: keep firing, to hurt him *and* protect yourself. There are two platforms on this level: ride them to the top, going to the bottom and dashing from side to side only when necessary.

A *very* important special move can be executed after you've beaten the mini-bosses and gathered all the Heart and Sub Tanks. Go back to the Armored Armadillo stage and fight toward the end. Don't enter the boss chamber, however: leap to the cliff above the last door. Climb, get the power-up, then leap into the chasm. Do this four times more and Dr. Light will arrive to give you Hyruken Power: push Down, Down/Forward, Forward, and Y to use it.

Here's a Pro Action Replay which will give you unlimited energy: 7EOB-CE10.

Comment: A worthy, action-packed follow-up to the previous games.

Violence: NG

METAL COMBAT: FALCON'S REVENGE

Story: The Standing Tanks were originally designed to compete in war games. But they've gone berserk, and in this sequel to *Battle Clash*, Earth is a battleground between humans and the evil Anubis and his ST Thantos.

Strategies: The most important aspect of this game is to immediately scope out the weak spot of each boss. Fire energy beams at its weapons and joints. If you're lucky, you'll be able to score damage at once, picking off arms and legs.

After winning the game, you can make it even more difficult by using Controller 1 to input B, A, L, L when the Title Screen appears. The screen will go pink, and the going will get tough. You can't do this *without* first having won the game.

If you want to erase previous data to start anew, go to the Title Screen and push Up, Up, Down, Down, L, R, L, R.

Comment: Clanging action and strong graphics, though not a lot of variety. Frankly, we're not big on SNES Super Scope games.

Violence: NG

METAL MARINES

Story: A warlord has taken over the Earth's weapons stockpiles, and now controls the world. Humanity's only hope lies in a successful counterattack by the Metal Marines of the Space Colonies.

Strategies: The keys to surviving and winning this game are these:

Before you begin a battle, erect a Supply HQ. Otherwise, you won't have the funds to build. When establishing AA Missile sites, do so along the coast, along with radar. This will enable you to stop incoming enemy assaults. When building bases, situate them on hills. High ground is easier to defend. Always protect one base heavily, with extra defenses. Make that your fallback position if necessary.

Don't send out an attack until you've sent a Metal Marine or Missile well inland. This will allow you to scout enemy territory before committing more troops.

As a rule, don't break off a battle until your own bases come under serious attack.

If the enemy is hitting you with AA Missiles, hit back with Double Missiles or send in the troops: it's worth the loss of a Metal Marine or two to take out the installation. Indeed, it's a good idea to take out enemy AA's early, since they can seriously disrupt your offense.

Before sending Marines anywhere, pave the way with a Missile attack of your own. Send them out in pods of three to maximize their effectiveness.

In battle, use the Gold Metal Marines first. They're more durable and better armed. When firing Missiles,

always target the central area of a cluster. You'll cause more damage that way.

Comment: Like a futuristic *ActRaiser*, this game successfully combines simulation *and* action in one exciting package.

Violence: NG

MORTAL KOMBAT

Story: Aided by the half-dragon, half-human Goro, the wicked warrior Shang Tsung has seized control of the Shaolin Martial Arts Tournament. Competitors must try to wrest it back, though they risk losing their souls if they lose the bout!

Strategies: Key moves to the survival of your characters are these:

Johnny Cage

Against Sonya Blade: Green Flame followed by Air Kick.

Against Sub-Zero: Air Kicks and Punches, followed by Sweep.

Against Scorpion: Sweep, then Shadow Kick in close, and block the Harpoon!

Against Liu Kang: Green Flame, Shadow Kick, Sweep combination.

Against Rayden: Uppercut followed by Green Flame, which also cancels Rayden's Lightning.

Against Kano: Shadow Kick, crouch (and stay low to escape the Knife), and Uppercut.

Rayden

Against Sonya Blade: Torpedo to start, then use your own judgment.

Against Sub-Zero: Flying Kick and Sweep combination work best, then Teleport for an Uppercut.

Against Scorpion: Teleport and Uppercut.

Against Liu Kang: Lightning Throw, followed by Torpedo.

Against Johnny Cage: Torpedo; Teleport to avoid his Shadow Kick, then hit from behind.

Against Kano: Lightning Throws are effective; Teleport to avoid his Cannonball.

Liu Kang

Against Sonya Blade: Fireballs and Flying Kick; don't get in close.

Against Sub-Zero: Stick to aerial attacks; if they aren't getting through, use a Flying Punch.

Against Scorpion: A Flying Kick will force Scorpion to Block; hit quickly with a Sweep followed by a Throw.

Against Rayden: Open with a quick Flying Kick, and then another . . . unless he Blocked the first. In that case, use a Sweep. Avoid the Torpedo with a Flying Kick.

Against Johnny Cage: Use Fireballs; if they're Blocked, use Flying Kicks.

Against Kano: Get in close and use Sweeps and Throws.

Scorpion

Against Sonya Blade: Use the Harpoon; when she Blocks, you be prepared to Block her Air Kick.

Against Sub-Zero: Use a Harpoon at once, followed by a Throw; Teleport at once and finish him off.

Against Rayden: Teleport (especially against Torpedo), then Throw when you're in close.

Against Liu Kang: Harpoon him; when he Blocks, use an Air Kick.

Against Johnny Cage: Wait for his Shadow Kick, then use a Harpoon.

Against Kano: Leap the Knife if he uses it, and answer with Air Kicks; Teleport when you come down and finish him off.

Sub-Zero

Against Sonya Blade: Use Freeze; if it's Blocked, use Slide.

Against Rayden: Freeze works on everything Rayden can throw at you—including Teleport.

Against Scorpion: Follow Freeze with an Air Kick; if Scorpion Blocks Freeze, the kick will work. Follow that with a Freeze.

Against Liu Kang: Freeze followed by an Air Punch. If Liu Blocks them, use Slide. When he goes down, use Freeze.

Against Johnny Cage: Use a Slide, followed by a Freeze and Uppercut.

Against Kano: Use Freeze, then Throw.

Sonya Blade

Against Rayden: A quick flurry of Ring Tosses until he Blocks; follow with an Air Kick.

Against Sub-Zero: Move in fast and use Punches; if he tries to run, use Scissor Grab.

Against Scorpion: Use a quick Air Kick, Block his

Harpoon if need be, then follow with Ring Tosses.

Against Liu Kang: Answer the Flying Kick with the Square Wave Flight. If you can move in, use Throw, then Scissor Grab him.

Against Johnny Cage: Use Ring Tosses to stop his Shadow Kick, then get in close for a Scissor Grab.

Against Kano: Watch for the Knife. Use Air Kicks. Be ready to Block his Cannonball, then follow with a Scissor Grab.

One trick you can try involves special moves, and only works with some characters. Right before you beat a foe, use a special move requiring one button. In the next round, as soon as FIGHT is off the screen, you'll be able to use that move effortlessly.

A move that works only on the SNES version of the game is this Scorpion move. Block an opponent's Jump Kick, hit Low Punch two times, toss a Harpoon while they're still on the ground, then haul them to you and use a Punch or Kick. You'll still have sixty percent of your power!

Game Genie codes include:

C9B2-17AF: Unlimited time

D161-14DD: Mirror match

DC61-14DD: Goro match

D861-14DD: Shang Tsung match

DDBC-37OF: First strike wins

6DB8-3D67: Flawless Victory bonus

15CC-176F: Invisible fighters

E22C-176F: Scorpion's hook fires arrowheads

A62C-3914: Sub-Zero's ice blast is deadly

Use these Game Genie codes to make Senator Lieberman happy and change the color of the characters' blood:

BDB4-DDO7: Red
DFB4-DDO7: Orange
EDB4-DDO7: Purple
EAB4-DDO7: Dark purple
B9B4-DDO7: Brown
DEB4-DDO7: Yellow
A4B4-DDO7: Green
E8B4-DDO7: Light green
BEB4-DDO7: Bright green
EBB4-DDO7: Blue
EEB4-DDO7: Light blue

Pro Action Replay codes include:

7E1D-2084: Player 2 can't lose in Test Your Might
7EO1-2295: Unlimited time
7EO4-BD58 + 7EOC-C158 + 7EO4-B9A1: Unlimited energy, player 1
7EO4-B5F8 + 7EO4-C358 + 7EO4-BBA1: Unlimited energy, player 2
7EO4-8300: You can start fighting before FIGHT
7EO1-F85E: A one-round fight
7E19-6EO2: Player 1 must only win one round
7EOO-2CO1: Player 2 starts with a staggering one million points
7EO3-F4FF: Player 2 turbo

Comment: If you can only get one fighting game, make this the one!

Violence: XG

NBA JAM

Story: NBA basketball simulation.

Strategies: The most important general tip to remember is to release the ball at the apex of your jump. Your shot will be more accurate that way. Now, for the "cheat" strategies:

To use Turbo Power, enter any initials you want, choose any team, and hit Start. On the Tonight's Match-Up Screen, tap the B button seven times, then hold Y, A, and B until the tip-off. POWER UP TURBO will appear on the bottom of the screen, giving you turbo power *and* a killer shooting percentage.

Should you want to play with a high-powered offense, do the following. On the Tonight's Match-Up Screen: hit any button five times, holding it down on the fifth tap and continuing to hold it until the tip-off. Your defense will be impeccable.

If you hit the button thirteen times while turning the directional pad, and hold the button down the thirteenth time—still turning the pad—you'll be able to make super-dunks.

Tap any button while turning the pad. Keep tapping and rotating until the tip-off. You'll see POWER UP INT on the bottom left of the screen, and you'll be able to make high-power intercepts.

If you want to play the game as President Clinton, enter the initials ARK on the Initial Screen, but don't press Start. While the K is still highlighted, push and hold Left, Start, and X at the same time. To play as Vice-President Gore, enter the initials NET and press Left, Right, and A. If you want to play as Mark Turmell,

a designer of the game, enter MJT and press Right, Start, and A at the same time. The initials SAL, in conjunction with the President's set-up, will let you play with Sal DiVita. Use RJR with the President's set-up and you'll play as Jamie Rivett. Like Mark Turmell, both are *NBA Jam* designers.

Other initials you can use on the Initial Option Screen include AIR (Air Dog), CAR (Chow Chow), and ROD (Scruff). Put them in and use the Left, Right, Start, and X sequence to get them off the bench.

Comment: It's already a classic, and deservedly so!
Violence: N

NHLPA HOCKEY '93

Story: NHL hockey simulation.

Strategies: You'll learn the skills soon enough; here are the codes that will bring various teams to different playoff rounds.

Second Rounds

New York vs. Washington: HFDL41RN4GLP5W25

Chicago vs. Minnesota: D152Y23X87NXLV32

Montreal vs. Hartford: BWBFFMCD8NJHHW18

Vancouver vs. Los Angeles: HD9121KPTK5P15OF

Third Rounds

New York vs. Boston: HFKSH66HGRPH4DL7

Chicago vs. Vancouver: D2B7K5NGRPH4DKHZ

Montreal vs. Long Island

(NY): **BWHKPD6X4PWVC57H**

Vancouver vs. Detroit: **HFG6P33771OYVXDB**

Final Rounds

New York vs. St. Louis: **HFRYWR81X88115Y8**

Chicago vs. Boston: **D2JFJSNPP33HC6DN**

Montreal vs. Minnesota: **BWNSMO6434F6CT36**

Vancouver vs. Boston: **HFNCGK835RLMPT5P**

Comment: Never mind the date: the cartridge is still lots of fun.

Violence: NG

OUT OF THIS WORLD

Story: When scientist Lester Knight Chaykin and his particle accelerator are struck by lightning, there's a dimensional shift and Lester ends up in a realm of aliens, strange geography, and danger!

Strategies: Key problems in the game can be dealt with in the following manner. First, some Guard problems:

You can't beat the Orb Room Guard as long as he's conscious. Thus, disconnect the power (in the game, not on your SNES!), head left, then go up the stairs and right to the room with the orbs suspended from the ceiling. When you see the Guard's reflection in the orb, that'll mean he's under it. Shoot at the chain and the globe will fall on the Guard's head, knocking him out and allowing you to pass.

To defeat the Grenade-Rolling Guard, go right until

the trio of doors on the left opens up. When the Guard rolls a grenade, head left, closing the doors. The explosive will rebound off the door and explode, killing the Guard.

To defeat the Guards who fire up through the floor, shut the lights so you can't be seen. Without firing at the Guards, go left one screen from the beginning. Keep going left until the door opens, then hit A or Y to aim at the Guard. He'll shut the door: you go right, up the stairs, and stand on the right, making a barrier. Put your gun *through* it and blast the Guard's barrier. He'll roll a few grenades, after which you can plug him: go left to the hole, drop down one floor, face right, and kneel so your weapon can charge. When the Guard fires through the wall, shoot back to destroy the the barrier . . . then him. Head down the tube and blast the green light to kill the power.

Other trouble spots include—

Getting out of the tank. Press the button below your hand icon, go down to the next button and press it. Move down once and left, then up to the next button. Push, move up, push the button, left and push, down and press. Finally, press the flashing white button to get out.

Getting through the pit beyond the Green Orbs. If the pit is empty, go back to the caves (use your code), go to the bottom, walk right past the tentacles and monsters, and shoot the brick wall with your laser pistol. Walk into the pit, get the password, and when you flood the caves there will be water in the pit.

The passwords to the different levels are:

Level 1: **LDKD**

Level 2: **HTDC**

Level 3:	CLLD
Level 4:	LBKG
Level 5:	XDDJ
Level 6:	FXLC
Level 7:	KRFK
Level 8:	KLFB
Level 9:	DDRX
Level 10:	HRTB
Level 11:	BRTD
Level 12:	TFBB
Level 13:	TXHF
Level 14:	CKJL
Level 15:	LFCK

Comment: Original, clever gameplay, though the graphics leave a lot to be desired.

Violence: NG

PILOTWINGS

Story: Using a Light Plane, Hang Glider, Parachute, Rocket Belt, and Helicopter (not all at once, of course), you must clear various hurdles and make precision landings.

Strategies: You'll get the feel of the controls pretty quickly: that's the whole ball of wax, really. But if you're having trouble getting to various levels, here are the passwords:

Level 2:	985206
Level 3:	394391

Level 4: 520771

Helicopter Mission: 108048

These are the codes in the expert mode:

Level 6: 400718

Level 7: 773224

Level 8: 165411

Level 9: 760354

Helicopter Mission: 882943

There are several bonus stages in the game, and they work as follows:

When parachuting, land on the platform beside the bull's-eye. You'll earn one hundred points and be taken to an area where you've got to help a Penguin dive into a pool. If you fail, you'll leave a Penguin-shaped hole in the concrete; it's almost worth blowing the gig to see that!

During the Rocket Belt phase, finish everything successfully, land back on the platform where you started, and you'll earn one hundred points and get to go to a special Trampoline stage.

Complete the Hang-Gliding game, land on the platform, and you'll go to a special flying area.

A few tricks you can perform:

If you set down on the white domes while using the Rocket Belt, you won't lose any points and can still vault back into the sky.

In the Helicopter phases, if you fly very low you'll avoid the guns.

Comment: An early Super NES game, but a gem: you'll believe a videogame player can fly!

Violence: N

PINK PANTHER IN PINK GOES TO HOLLYWOOD

Story: Everyone's favorite film feline goes west to star in remakes of some of moviedom's most beloved films.

Strategies: To begin with, go exploring without actually playing. To do this, plug in Controller 2, but start the game with Controller 1. Press B on Controller 2 while the Panther is standing still, before the swinging tail animation. This will put you in the Exploration Mode. Use Controller 1 to make the feline move; speed him up using that controller's Y button. You can even go through walls, floors, and ceilings! To exit, press B on Controller 2.

During the game, if you press and hold L on Controller 2, Pink will be invincible.

The R button on that controller moves the game in slow motion.

Finally, for stage skip, hold Select and press Start on Controller 1 during the game. You'll go to the next level.

Comment: Sly fun for young and old, with strong animation.

Violence: C

PRINCE OF PERSIA

Story: Attempting to take over Ancient Persia, the Grand Vizier Jaffar abducts the daughter of the sultan—whose love, a young man who is determined to become the Prince of Persia, seeks to reclaim her, destroy Jaffar, and save the kingdom.

Strategies: The more difficult parts of different levels are these.

To find the Sword in Level 1, go through the gates, climb down to the catacombs, and go all the way to the right when you reach the bottom. The Sword is in a dungeon populated by Skeletons.

To get by the Skeleton in Level 3, use your Sword and begin moving forward at once. When the Skeleton drops to the floor below, jump down and force it off the edge there as well. On the third ledge, a boulder will fall on the Skeleton, crushing it.

To get past the Mirror on Level 5, run/jump through it from about a pace and a half back. You may bounce off it a few times, but don't get discouraged.

To cross the Level 15 opening where the bridge used to be—and which is too wide to leap—go right to find your Double. When you fight him, sheath your Sword (Down); when your Double does likewise, run into him and merge. This will give you the power to leap the gap.

To find the Level 18 door, activate the trigger by stepping on it, run/jump to the left over the gap, then keep running *off* the screen. Leap again at the edge of the third platform, only release the jump button so you fall at an angle. If you press the A button, you won't land on the ledge, but on the door itself.

To access different levels, use the following codes:

- Level 1: **BRNGBB9**
- Level 2: **MRG5L2X** or **VW5J+9B**
- Level 3: **B6+TWNN** or **BHTRBX4**
- Level 4: **9Z3NRDX** or **VHB7DV9**
- Level 5: **LQHWTVR** or **3N9N37X**
- Level 6: **CGKDBZ2** or **MGMGTC9**
- Level 7: **TH4Q++B** or **LPC1+H2**
- Level 8: **VXPBNBY2** or **CPMQTQG**
- Level 9: **QLL!WHR** or **BQ1V+2L**
- Level 10: **HWB93WX** or **951C3ND**
- Level 11: **7F39R1B** or **3KJ9+LD**
- Level 12: **H9TZD8N** or **M8Q8LJZ**
- Level 13: **7TXF+9V** or **BYP8W+D**
- Level 14: **H+KX3L7** or **97PZLPZ**
- Level 15: **GZ9MRZJ** or **YMF2LI!**
- Level 16: **84CPBC6** or **8CZFWB5**
- Level 17: **QQNL2PV** or **7L1GS4C**
- Level 18: **4Q7TMHJ** or **Z35Q9LC**
- Level 19: **QHJG!Q7** or **Q95YFJC**
- Level 20: **H8J12+Y** or **86W3MY5**

To jump to Level 20 without codes, start a new game, lose at once, and when the PRESS BUTTON TO CONTINUE prompt appears, hit Select and then Password. Restart the game, go to the Password Screen, and enter the code you were given.

To hear hidden sounds, start the game then hold down the Start button and push Select. Use the arrows to pick the sounds and the A button to play them.

Comment: Excellent gameplay and graphics: a superior quest and combat game.

Violence: NG

ROAD RUNNER'S DEATH VALLEY RALLY

Story: As the Road Runner, you have to use your great speed and ingenuity to escape Wile E. Coyote and his ambitious, potentially dangerous inventions.

Strategies: A few keys to victory include walking through walls to find hidden areas. Just because a wall seems solid, that doesn't mean it *is*—such as the fourth wall in Level 1, Zippity Splat (the one after the gorge).

Master the rapid-reverse move: run up slope to build speed and gain height, then turn when you take off to fly to a ledge on the other side.

In Level 2, Rock 'N Rivet, the Crane is a tough foe. Check the blueprints for the !'s: they'll tell you that the Crane's weak spots are the three squares on the left and right sides. The problem, of course, is the wrecking ball that keeps swinging past. When the ball moves aside, leap up, get in a few pecks at a block, then drop down, go to the other side, and peck there. Keep repeating: four pecks will be enough to get rid of each block.

In Level 3, Train Runnery, you have to go to the top of the last large hill *before* you reach the finish line. Run past it, then turn, execute a Dash up the right side, and go left on top. To beat the train here, avoid the first set of bombs (they blow up too fast). Stay out of the way of the second set (they can squash you!), then wait until

the train returns, peck the bombs into the smokestack, and hurry to the opposite end of the train. Eight bombs'll do the trick.

In Level 4, Hopalong Casualty, there are a great many hidden areas in the top left. Some are accessible through walls, others through the ceilings.

Level 5, Quantum Beep, has a complicated series of paired Teleporters in the second phase. Go 1/1, 2/2, 3/3, 4/4, 7/7, 8/8, 9/9, 11/11, head a few screens to the right to 14/14, 15/15, 16/16, 17/17, 18/18. The exit is on the ledge above.

When using Turbo Speed, push the pad Left or Right and just *tap* the Y button repeatedly instead of holding it down: you'll go just as fast and consume less birdseed.

Most importantly, to start the game with seventy-five lives, go to the Title Screen, and simultaneously hold the Left arrow, Select, R, Y, and Start. When the ZIP-PITY SPLAT prompt appears, hit X.

Helpful Game Genie codes include:

DDC6-3D67: Turbo Speed without birdseed

C2AC-346F: Most hits won't hurt you

DDB2-4D64: Infinite lives

Comment: Great fun, great graphics.

Violence: C

ROCK 'N ROLL RACING

Story: Going from one of six planets to another, you race to score points and to customize your futuristic vehicle.

Strategies: To drive with the powerful Olaf at the wheel, go to the Driver Select Screen in a one- or two-player game, press and hold L, R, and Select, and scroll to the "Lost" Viking!

To go right to Inferno without a code, select Vs. on the Title Screen, and at Planet Select push and hold L, R, and Select.

Passwords to take you to different worlds are:

Chem VI: XB48 RSFW OS6M and 5CR8 RLCW OS6S

Drakonis: !B!R T5C3 X5PT or RKBR !8F5 SWJ! or HZLR 1MC5 SWJ!

Bogmire: 7JM8 QQCB 9SPS or RNDQ MQFD SWJ! or GBJQ 7SCD SWJ!

New Mojave: 1FQ8 R5CL 9KK2 or R1LQ 2MFN SWJQ or DHQT S6CN SWJ!

Nho: V2L8 14BV 92K! or MFBR R8DX SWJ! or VQY8 !RBV 5TJ!

Inferno: XWC7 HZB5 5TJ! or 48F8 20D3 5TJ! or XBF7 MHB3 5TJ!

Additional passwords for you to try include:

**F6VH TLHB 1CZG
SGY8 R4CV VQPT
XWC7 HZB5 5TJ!**

Finally to activate a sound test involving Larry "Supermouth" Huffman, go the Options Screen and shut Larry off. Use A, B, X, or Y to turn him on again, and keep holding the button down. Each time you hit L, Larry will entertain you with his observations.

Comment: Loads of excitement and sharp, snappy graphics.

Violence: NG

SECRET OF MANA

Story: Evil has conquered the world of Mana. To restore goodness to the land, a young hero must find eight Mana Seeds. . . .

Strategies: There are a few troublesome spots and some tough-to-get items in this game.

To get the Girl in Pandora Village to join you, after she rescues you from the Goblins' Pot, go to Pandora Castle. You'll see her again: talk to her and she'll become your partner.

To get by the Lava pool in Gaia's Navel, enter the Cave in the northwest corner of the Lava room. Use your Sword to throw the Skeleton Switch on the north wall: when you leave, the Lava will be gone.

In Moogles Village, you'll learn something about the seasons that won't make much sense to you. What it means is, go to the lower left pink area in Upperland, and move counterclockwise through the seasons until you're back in the pink. Investigate the blast you hear, and you'll find yourself on the road to Sprite Village.

In Kakkara, take the Cannon Travel Service to the Ice Country, walk up to the town, stand before the stove, and push B. Salamando will emerge and will teach you his magic spells: the Blond Girl will learn Flame Saber, Fire Bouquet, and Blaze Wall; the Sprite will learn Fireball, Exploder, and Lava Wave.

To boost the Blond Girl's magic, visit the Water or Wind Palace and, using magic, attack enemies. When your meter is dry, talk to the person there and you'll have your magic restored—free! Repeat till full.

To boost the Sprite's magic, go to the Ice Country and use magic against the wolves. When you're low, sleep at the Inn: you'll earn more money than you spend, and will be able to raise her magic all the way.

To obtain the Midge Mallet, beat the Jabberwocky in the Water Palace, then listen as Jema tells you to take the Cannon Travel Service to the Upperland. Before you leave, though, go to the Dwarf Village and an old man will give you the Mallet.

To find the Sea Hare's Tail, go back to Kakkara after getting the Flammie Drum, fly southwest from the desert to a small island, and enter the largest hut. Take it back to Kakkara and swap it for the Moogle Belt.

Here are a few Game Genie codes:

- 8208-776D:** Protection from the bulk of your foes
(turn it off to kill)
- 16DE-A91B:** Destroy an enemy, gain a level
- 9C06-85AD:** Level 16 wisdom is ninety
- CE5F-5767:** Potos shop items are free *if* you have
enough money to buy them

Comment: Exotic, charming, and good for many hours of role-playing fun, though the graphics are fairly simple.

Violence: NG

THE 7TH SAGA

Story: In a land of magic, seven bold souls go searching for the seven Ancient Runes of Power.

Strategies: The key to winning this game is to getting through difficult areas and obtaining various items. For instance:

Not every character can do everything. For example, only Lux and Esuna can get to Pandam via the Bonro harbor, while Olvan is the only one who can go into the southern Tower of Grime to get the key from the bone. So don't take "no" for an answer: try to find a hero that'll work!

To fight the Apprentices—who are typically at the same level as your character—you have to fight defensively until you can determine the unique attack pattern of each.

When Romus defeats you, return to the old woman in Rabelsk—the one who wouldn't talk to you earlier. Get the whistle from her husband, then go back and tackle the canine.

To move the boulders in the Cave of Melenam, go east to Zellis, stop at the Inn, and talk with Brantu. Let him join the group, return to the Cave, and he'll move the boulders enabling you to claim the Wind Rune from the eastern section of the Cave. (From there, go through the Cave to Melenam.)

In Patrof, look at the tombstones for a passage into the Castle: enter through the one that says, "Do not disturb this tombstone." (To reach the Cemetery, follow the east wall of the city north.) Later, when you reach the Apprentice, answer his question with a "yes" and

the gates will open. After that happens, answer his second question with a "yes" to fight him for the Star Rune.

Don't let up on the Sage of Guntz until you get the Water Rune. To get it, you'll have to go back to Pell, go to the bar, and link up with Digger Quose.

To get the Sky Rune, use the Wind Rune to go from town to town: go outside each, look at it in your Crystal Ball, and see which one flashes. Go to the Inn, save the game there, then go and get the Rune.

Telaine and Belaine are feuding: go to Luze and Search the streets for one of the seven Crystals of Peace. Bring it to the King of Telaine to stop the mounting hostilities.

When you're cursed and unable to use magic, go to Guanta, talk to the sage, then head west to the Cave of Silence. Bring the Moonlight to the sage and he'll lift the curse. (Later, the Moonlight will be used to help Gariso.)

To defeat Gorsia in the Castle of Gorfun, use the Runes in this sequence: Wizard, Light, Water, Star, Moon, Wind, and Sky. After you've used them, attack Gorsia yourself!

Comment: A superior role-playing game, with variety and graphics that are good (but no more than that).

Violence: NG

SHADOWRUN

Story: By the year 2050, mega-corporations run the Earth, and the Shadowrunners help them to keep the peace. You are one such armed and dangerous individual, lurking in and around the streets of Seattle . . .

Strategies: To get you started, go to the Graveyard, help the Shaman in one of the Crypts, and accept the Magic Fetish. Go to Glutman's office for the Cyberdeck and repair the Datajack. Next, you'll need to get the Lone Star Badge. Talk to the bartender at the Club. Take the Ice Tea, but don't drink it: give it to the grumpy customer, who will give you important information. Go to the person who offered you grenades and ask about Lone Star: he'll give you the Badge. Go to the Alley for a Baretta, listen to the message from the Dog Spirit, and put on the Leather Jacket.

The Credstick is another vital Item you'll need early on. Go to your room and put on sunglasses and the Badge, then head for the Morgue and talk about Grinder. When the worker leaves, open the Filing Cabinet on the right and Examine. The Credstick is on top; don't forget to take it! (Also look in the other Filing Cabinet for the tickets to the Maria Mercurial Show.)

Here's how to deal with some of the more difficult aspects of the game:

You'll need to keep up a supply of both Cash and Karma. To earn the former, visit the cellar of the Dark Blade Mansion and attack the Ghouls there. Get the Bronze Key from the bookshelf in the room to the right, return to the main hallway, go in the middle door, and go down to the Bronze gate. Open it, go to the first

coffin on the right, and stand by the foot of it. Ghouls will attack but will be unable to reach you because of the coffin: pick them off and your Karma will grow.

To earn Cash, defeat the Jester Spirit (see below). A Warp Door will appear: use it to return to the Dark Blade Mansion, beat him again, and earn 5,000 Nuyen. Do this as often as necessary to fatten your wallet!

Before you fight the Jester Spirit, go below the Dark Blade Mansion and threaten the Vampire *twice* with the stake. He'll tell you the Jester Spirit's real name (Laughlyn). Go to the Spirit and fight until he says, "You are a fool to come here." When he does, bring up the subject of Laughlyn. This will enable you to capture him, after which you can ask about Drake and the Volcano Key Word and add the Jester to your stash of Items.

The Boatman is also a tough soul to deal with. You need him to take you to Bremerton, but he refuses because of the Mermaids. Don't give up! Destroy the Vampire, learn the Jester Spirit's name, go back to the Wastelands bar, and talk to the Manager. He'll agree to pour ice into the harbor and kill the Mermaids, after which the Boatman will take you where you need to go.

The Pro Action Replay code **7E33-DE1E** will get you unlimited lives in this game.

Comment: Unique and compelling, though the graphics disappoint.

Violence: NG

THE SIMPSONS: BART'S NIGHTMARE

Story: While doing his homework, Bart falls asleep . . . and dreams that the pages of his homework are carried away by the wind. Bart runs after the papers, and is forced to become a succession of alter-egos to try to catch them.

Strategies: In Windy World, the greatest challenge is to get away from Jimbo and his flunkies. To get away, leap and touch a Saxophone. That'll bring on a Lisa Fairy, who will turn the thugs to rats. When they run away, Bart can continue on his quest.

Also in Windy World, Principal Skinner's suit is useful to keep him from being hurt, though he can't collect Z's while it's on. To get out of it, simply leap (don't step) into mud.

In Maggie's Temple, the stone icons of Bart's sister spit deadly Pacifiers. To keep from being hit, wait until the first head ejects a Pacifier. Go to the top row, move ahead seven blocks, hop back a pair, then return to the bottom row and move forward. Also, leap to the last safe block (i.e., as close as you can get to the head without being hit), stay there, and use the R button to scroll to the right until the Pacifier threat is ended.

As Bartzilla, you'll have to fight Marge as a hornet. Stay away from her sting by stopping, hanging to a low row of windows, and simply waiting until she's gone . . . though she *may* just return! Homer, in his ape-form, is susceptible to electric shocks.

While making his way through Infection World, Bart

must touch Radiation Rider six times to recover a piece of his homework.

During the Itchy & Scratchy phase, stand on the table to avoid the hairy pair, and use your Hammer against them. Also, hit the first three bouncing Bulbs with the Fire Extinguisher: you'll be rewarded with 1-Ups!

Game Genie codes which will help you through the game:

Infinite bubbles and seeds: **89CB-D9B5**

Infinite lives in the Bartman and Itchy & Scratchy phases: **C2BE-60EA**

Infinite Z's: **C2C3-6925 + C2C3-61B5**

Comment: Wonderfully surreal, very entertaining, and well-executed.

Violence: C

SKÜLJAGGER

Story: The cruel Sküljagger rules the Westicans with an iron hand, but Storm Jaxon steals his sword and plans to put an end to Sküljagger and his Kiltish warriors.

Strategies: To get to clues at the start of each chapter, press R, L, R during the island text that introduces each one. This will cause special text to appear that will help you through the game.

Codes to get you going:

Chapter 2: Cruel Man Cruel Bird

Chapter 3: Claw Is Mean Dock

Chapter 4: Big Wild Angry Fly

Chapter 5: Fly Home Lazy Sword

There are also hidden areas in the game, accessible as follows.

In Chapter 1, Area 1, go right to the end of the second group of green cliffs. Leap to the rising platform, get onto the second platform, and get off on top of the cliff. Leap to the left, and go left until you see a hole with a box in it: pick up the box and you'll be in the Secret Zone! Once you are there, go right to a barrel beside a Danger sign. Stand beside the barrel, hold down Y to pick it up, and carry it to the right. Toss it at the first Black-Mask: when you've zonked him, you'll be whisked to a Fantasy Zone.

In Chapter 2, Area 1, go right, climb down the first ladder, go right, climb down the green rope, and go right to the red crate. Stand on it, press Down, then R, and you will be in a Fantasy Zone.

In Chapter 2, Area 2, go right, climb down the first ladder, go right, climb down the green rope, go left to the purple crate, stand on it, leap three times, then hit L to go to this area's Fantasy Zone.

In Chapter 2, Area 3, go right, counting the chimneys as you pass. Stand atop third chimney, push Down and then R, and you'll be in a Fantasy Zone: watch out for falling stalactites.

In Chapter 3, Area 1, go right to the rock beside the coconut on the ground. Stand between them, press Down, and you'll go to this area's Fantasy Zone.

At the end of Chapter 3, Area 1, keep your eyes peeled for a statue with a cherry in the middle. Position yourself under the cherry, press Up six times, and you'll go to another Fantasy Zone.

After the first group of rock platforms, watch for a coconut tree. Open the coconut, pick up the Sea-grape Bubble Gum, and use it to bounce to the hidden ledge overhead. There, push the Y button to pick up the rock and a secret exit will be revealed.

Finally in Chapter 3, Area 1, when you're in the Secret Zone, use the Snap-cherry Bubble Gum to fly to the overhead ledges. Leap onto the ledge on the far right and you'll be in the chapter's third Fantasy Zone.

In Chapter 3, Area 2, go right to the pair of white pillars. Step onto the barrel and shoot seven power balls to the right, against the pillar, to enter a Fantasy Zone.

In Chapter 3, Area 3, make your way up the piers to a barrel with a coconut on top. Stand on the right side of the barrel, press Up twice, and you'll be in one more Fantasy Zone.

And of course, you'll want help beating the unflappable Sküljagger himself. When you enter his screen, lift up the third rock to the right and use a special code (the one on the cannon barrel in the last picture in the instruction manual!). You'll pick up a slew of power-ups that will enable you to beat the soon-to-be ex-tyrant.

The Pro Action Replay code for unlimited Bubble Gum is 7E12-C502; 7E17-C502 gets you other items.

Comment: Some different twists on the old quest theme, with graphics that alternate between very impressive and very dull.

Violence: NG

SOUL BLAZER

Story: King Magridd summons the ultimate evil, Deathtoll. But instead of serving him, the fiend subjugates the Freilians . . . and you're the only one who can find the powerful Master's Emblems and free the people, one conquered sector at a time.

Strategies: Here are some keys to winning.

In Area 1, Grass Valley, when you fight the Metal Mantis, lure the creature to one side. When it begins firing, rush up the middle conveyor. Attack when the monster comes near, race back to one of the corners, and repeat.

To find the Pass here to get by the boy at the Cave, head to the southeast corner of Grass Valley, go left to the Tulip near the house and move it left to uncover the Pass.

In Area 2, Greenwood, battle the Stone Men using the Shield Bracelet, and attack them while they're on the move. (You get the Shield Bracelet from the Mole.)

You'll find the Ice Armor in this area, but to get it you must first go to the island with the sleeping Stump. Use your Dream Rod, enter the dream behind the trees, and *don't* talk to the bird. Go right, behind the tree, enter the Monster Lair, and leave the dream when the foliage and rock below the Lair vanish. The dream path you uncovered will still be there: go up and left behind the tree to the chest with the Armor.

In Area 3, Seabed Sanctuary, fight the Ghost Ship's giant skull by attacking from the sides when it passes near you, staying out of the bony grip of the skeletal hands.

In Area 4, Soul of the Mountain, use the Magic Herb to counteract Poseidon's trident. While you attack using your Lucky Blade, the fireballs can be avoided by standing on the middle outcropping.

In Area 5, Dr. Leo's Laboratory, stay away from the Tin Doll when it opens its arms and begins firing. Attack as soon as it stops moving, get in your hits, then get out of the way when it moves again.

You'll also find the important Zantetsu Sword here. Go to the basement and kill enemies until the door opens. Enter the room and get the sword from the chest. Take it to Dr. Leo's painting, destroy the foes there, and you'll be rewarded with Tornado Magic.

In Area 6, Magridd Castle, fight the Demon Bird by putting your back against the wall: attack when the creature descends diagonally.

To destroy Deathtoll, run at him while swinging your Soul Blade repeatedly; your Soul Armor and Super Bracelet will protect you. When he becomes the skeletal Deathtoll, destroy the four flames and use Phoenix Magic on his forehead . . . ducking the giant fireballs that come flying at you. Keep it up, and you'll rid the land of the demon.

The eight Master's Emblems can be found as follows:

A: In the Grass Valley Highlands, climb the ivy in the lower right corner *after* you've cleared Leo's Painting.

B: Go to Magridd Castle, second basement area, and use the Soul of Reality.

C: Go back to the Exchanger Squirrel in Greenwood after you finish up at the Light Shrine: the Squirrel in the top right corner has what you want.

D: Listen in on the Dolphin's dream to learn where to find the Secret Cave. Go there, empty a lair, and a quartet of chests will appear; look in the top left chest.

E: When you're finished at Underground Lake Lune, go to the Soul of the Mountain House, walk over to the torch and *through* the wall to its left, and chat with the Snail.

F: In the Soul of the Mountain House, use the Dream Rod on the captive Snail: this will reveal a passage to the emblem in Underground Lake Lune.

G: On the first floor of Dr. Leo's Laboratory, use the Door Key on the locked door. Move the dresser to the left.

H: Finish up at the Corridor to the Dock, go to the grassy spot in front of Magridd Castle, and go behind the trio of wooden pillars.

Comment: A solid role-playing game, with far superior graphics to most cartridges of this type.

Violence: NG

SPACE FOOTBALL

Story: The name says it all in this futuristic sports simulation.

Strategies: Use these codes to go to different levels.

Level 2: 246860	Level 9: 736725	Level 16: 487735
Level 3: 402713	Level 10: 876963	Level 17: 626631
Level 4: 312171	Level 11: 884887	Level 18: 872669
Level 5: 346312	Level 12: 497998	Level 19: 349583
Level 6: 373243	Level 13: 832115	Level 20: 668227
Level 7: 650665	Level 14: 955306	Level 21: 175845
Level 8: 449357	Level 15: 274443	Level 22: 121915

Level 23: 644028	Level 27: 037362	Level 30: 599544
Level 24: 845684	Level 28: 725375	Level 31: 802775
Level 25: 377493	Level 29: 578456	Level 32: 511588
Level 26: 993201		

To access a super-difficulty level, hit Select during the Title Screen. On the Options Menu, push and hold Left, Down, L, and R. Still holding them, hit Select. Your vehicle will turn gray, and your enemies will be more skillful than ever.

Comment: Not one of the stronger science fiction or sports games.

Violence: NG

STAR FOX

Story: You are Fox McCloud, leader of space freedom fighters Slippy Toad, Peppy Hare, and Falco Lombardi. Your task: to reach the planet Venom, defeat the repressive Emperor Andross, and free the Lylat System as well as the other enslaved worlds of the cosmos.

Strategies: Here are some general tips to follow.

Stage 1-1, Corneria: The boss Attack Carrier comes from behind on the right, so stay left and be prepared to use your Retro Rockets. Shoot the small ships the Carrier launches, and shoot the red launch bays when they're facing you.

Stage 1-2, Asteroid Belt: After you kill the third space caterpillar, but before you reach the midsection supply rings, there are three sets of five asteroids (two gray, one gold, two gray) arranged in rotating "bars." Wait

until you are as close as possible, then shoot the gold one and fly through the gap. When the last gold asteroid has been obliterated, a smiling asteroid will appear: zoom into it and you'll fly right into the Black Hole bonus area. Not only are there numerous power-ups, but you can warp to other levels from here.

Back in real space, the 1-2 boss, the Rock Crusher, will come at you from left, behind. Shoot the diamond-shaped ports as they rotate into view; when you've decommissioned them, turn your fire on the joint between the two pods.

Stage 1-3, Space Armada: Slow down at the start to hit the three diamonds and get a 1-Up. Destroy the battleships by entering the tunnel and blasting their cores; at the end, when you face the Atomic Core, shoot the three electrodes circling it, then blast the center when it opens.

Stage 1-4, Meteor Base: At the two doors, go through the left one for a Nova Bomb. When you meet the Dancing Insector, shoot its legs and get out of the way when it spins. Once the legs are gone, you can nail its body.

Stage 1-5, Venom Space: Soar through the circle after the early wave of ships for two Nova Bombs. When you face boss Phantron, you can't hurt it either while it is one piece or when it spins. Wait for it to separate into three sections, find the one of the three that's vulnerable, and take it out.

Stage 1-6, Venom Surface: The arrows point the way the oncoming blocks will go; shoot to change their direction or just fly in the opposite direction. A new Phantron appears near the end of this section, this time with legs. Shoot the blue section near the center of the top

part. When you face the Core Brain, aim for the open eye.

Stage 2-1, Corneria: The Attack Carrier here must be fought as before, though it's a little tougher. Be prepared to barrel roll (Left, Left, or Right, Right) to avoid its fire.

Stage 2-2, Sector X: Again, be ready to barrel roll away from the return of the beefed-up Rock Crusher.

Stage 2-3, Titania: In the canyon at the beginning, go up the left side for a Nova Bomb. When you reach the spinning walls, shoot to make 'em turn: one will give you a Nova Bomb. The boss is Professor Hangar. Zoom to the far left or far right to avoid its twin missiles, then scoot back to the center to fire back.

Stage 2-4, Sector Y: If a Space Amoeba grabs your ship, shuck it by hitting L or R to roll. The boss is Plasma Hydra: it can only be hurt when its three-pincer claws are open. After they're destroyed, you can attack the tentacles and then its body.

Stage 2-5, Venom: To destroy the boss Metal Smasher, do *not* get caught between its two sections, which travel as a pair and then come together. Shoot at the yellow panels on the sides. Stay with one of the two multifaceted sections until it blows up, then attack the other.

Stage 2-6, Andross: To beat the Galactic Rider, stay on the right when it first appears, and use Nova Bombs or your laser when the door opens. If Air Bikers attack, take them out first. Also, be on the alert for the Rider's ramming maneuver, lest you be mashed against the side. You can avoid it by sticking to the right.

Stage 3-1, Corneria: The boss tank, the Destructor, has three top-mounted Laser Cannons (covered by pods when it first appears: they pop off after you've been

lulled into a sense of semisecurity). The tank also fires three Whirling Shields. Fire at the Cannons as soon as the lids are lifted, then concentrate your fire on whichever Shields tilt toward you. Beat the Shields, then the Cannons, and the tank is history.

Stage 3-2, Asteroid Belt: Blow up the second giant asteroid on the right side. Pursue the egg it releases: when it hatches, slip into the bird's claws. You'll warp to the Out of This Dimension secret area. Fight the various foes, and when you reach the giant slot machine, fire until you get three sevens: the jackpot!

The boss here is the Blade Barrier. When it stops spinning, fire at the half-dozen blue fins in the rear. If you get caught in the pyramid-like snare, roll left or right to get away.

Stage 3-3, Fortuna: The two-headed dragon Monarch Dodora is no day at the beach. It will try to step on you, smack you with its tail, or shoot eggs at you. Wait until Dodora is facing away, then blast its tail; when it faces you, launch everything you've got at its head; when it tries to stomp you, Retro Rocket away or slide left or right. The beast will flash when it weakens, at which point concentrate your fire on its body.

Stage 3-4, Sector Z: You'll have to defeat Atomic Base II here, which is a retread of the first.

Stage 3-5, Macbeth: Fire at the yellow slots in the bottom, middle of the boss Spinning Core, as well as blasting the missiles it fires. When the Core metamorphoses, it'll spin toward you from time to time; sweep left or right to avoid it, then get back to the middle, bottom. Fire at the bottom and center of the Core; when it is almost destroyed, it'll shoot nonstop, so keep barrel rolling out of the way as you fire.

Stage 3-6, Venom: Before you can meet Andross, you

have to destroy the Great Commander—three separate ships that form a huge robot. Fire at the flashing square near the bottom of the automaton. Twin Blaster is a must here; concentrate on beating one section at a time. After the robot has been destroyed, a mock-Andross appears: a giant face. Fire at the eyes when they're open and don't worry about Andross's melodramatic intake of air: you won't be drawn in. However, the despot *will* exhale plenty of nasty blocks, so get out of the way! After the eyes are gone, the real Andross (?) appears. He's a spinning cube, which can be destroyed by a combination Nova Bomb and Laser attack. When the cube is gone, you get to repeat the entire process once again, beginning with a giant devil-face.

Comment: Fast action and interesting graphics . . . though players who have already experienced 32- and 64-bit flight/fight games may be a tad spoiled!

Violence: NG

STREET FIGHTER II TURBO

Story: In the simpler, olden days of *Street Fighter* (way back in 1987), it was just our martial arts pals Ryu and Ken testing their skills against each other or ten opponents from around the world. Now there are twelve fighters in all, and everyone wants to be champion of the world!

Strategies: Here are general tips as well as combinations that work well for each character. Note that some require you to get in close (for instance, any that

start with "Punch"), after which you must use your judgment whether to stay there or withdraw.

Ken/Ryu: The Hurricane Kick is useful against Fireballs, while Roundhouse is effective to cover a retreat or stop a charging foe. Combinations: Fierce, Fierce, Fireball; Punch, Kick, Dragon Kick; Fierce, Fierce, Hurricane Kick; Fierce, Roundhouse, Dragon Punch; and Short, Forward, Fireball.

E. Honda: Use the Sumo Head Butt when you're getting up. Combinations: Forward, Forward, Hundred-Hand Slap; and Forward, Strong, Throw.

Blanka: Use jumping Fierce against Sweep Kicks, and crouching Fierce against Fireball-throwers. Combinations: Forward, Forward, Rolling Attack; and Fierce, Strong, Roundhouse.

Chun Li: Combinations: Fierce, Strong, Forward; low Forward, high Fierce; and Toe Tap, Spinning Bird Kick.

Guile: Combinations: Fierce, Flashkick; Fierce, high Fierce, Sonic Boom, Backhand; and low Jab, high Jab, FlashKick.

Dhalsim: Teleport to avoid Fireballs, and if you use the Yoga Spear, do so several times in succession for maximum effectiveness. Combination: Yoga Fire, Teleport, Throw.

Zangief: Combination: Jump, Fierce (as you're coming down behind your foe), Strong Punch (when you land), Roundhouse.

Vega: Wall-climb by charging Down, then pressing Up Toward or Back with a Kick button. In the Championship Edition Mode, you can Backflip by pressing Back two times; in Turbo, hit the three Punch or Kick buttons at once. Combination: Jump, Fierce, high Jab, crouching Roundhouse.

Sagat: Use Tiger Knee to leap over projectiles (and, if

you land beside your foe, quickly fire off a Tiger Upper-cut). Combination: Roundhouse, Tiger Uppercut or Tiger Knee.

Balrog: Use low Forward Punch against low attacks, and use Turn Punch (simultaneously *tap* all three Punch or Kick buttons) against projectiles. Combination: Jump and use Fierce as you come down, followed by a trio of crouching Shorts with a quick Dashing Punch.

M. Bison: Scissor Kick by charging Back for three seconds and then pushing a Kick button and Toward. Combination: hold Back and execute a low Forward kick, then a standing Forward Kick, followed by a Scissor Kick done while holding Back.

Here are a few special tricks to try:

When the Street Fighter II logo appears, push Down, R, Up, L, Y, and B on Controller 2: you must do this all before the scrolling Turbo logo appears. If you've done it correctly, you'll be able to push the Turbo mode to ten-star speed.

In the Vs. mode select your fighters: during the Stage Select Screen, hit Down, R, Up, L, Y, and B on Controller 2. This will enable you to disengage special moves for each fighter. When you're finished, hit Start on Controller 2.

To shut them off altogether, wait until the music begins and use the above code with Controller 1. Be sure to get it all in before the Capcom logo disappears.

There are many Game Genie codes to help you win:

DF80-AD64: One bout wins (disengage before M. Bison)

BB63-6D2A: Round is 150 percent longer

1C65-DFOO: Speed up

1DB8-ADF3: High Fireballs

- DDB8-ADF3:** Low Fireballs
- DDE3-DF01:** Fireballs move right as do Sonic Booms and Yoga Fires
- EEB8-A793:** Slow Light Fireballs, Sonic Booms, Yoga Fires
- EEB8-A723:** Slow Medium Fireballs, Sonic Booms, Yoga Fires
- EEBA-AD93:** Slow Hard Fireballs, Sonic Booms, Yoga Fires
- EBB8-A793:** Speed up Light Fireballs, Sonic Booms, Yoga Fires
- EBB8-A723:** Speed up Medium Fireballs, Sonic Booms, Yoga Fires
- EBBA-AD93:** Speed up Hard Fireballs, Sonic Booms, Yoga Fires
- EEB8-A793:** Super-speed Light Fireballs, Sonic Booms, Yoga Fires
- EDB8-A723:** Super-speed Medium Fireballs, Sonic Booms, Yoga Fires
- EDBA-AD93:** Super-speed Hard Fireballs, Sonic Booms, Yoga Fires
- DFAO-DDAO + ADAO-DFD0:** No pause after each fireball
- CB61-07A4:** Invisible Fireballs, Sonic Booms, Yoga Fires, Yoga Flames
- 1868-0D6C:** Yoga Flame is invisible; no Fireballs, Sonic Booms, or Yoga Fires
- EEE2-D761:** Fireball power adjustment for Ken and Ryu: jab for slow Fireball, strong for fast, fierce for super-speed
- DDB1-D4F3 + EEB1-D7B3:** Slows Light Sumo Head Butts, Rolling Attacks
- DDB1-D4B3 + EEB5-DDF3:** Slows Medium Sumo Head Butts, Rolling Attacks

- DDB1-D7F3 + EEB5-DDB3:** Slows Hard Sumo Head Butts, Rolling Attacks
- DBB1-D4F3 + EBB1-D7B3:** Speeds up Light Sumo, Head Butts, Rolling Attacks
- DCB1-D4B3 + E5B5-DDF3:** Speeds up Medium Sumo Head Butts, Rolling Attacks
- D8B1-D7F3 + E9B5-DDB3:** Speeds up Hard Sumo Head Butts, Rolling Attacks
- F9B1-D4F3 + EDB1-D7B3:** Super-speed Light Sumo Head Butts, Rolling Attacks
- F1B1-D4B3 + 33B5-DDF3:** Super-speed Medium Sumo Head Butts, Rolling Attacks
- F5B1-D7F3 + 32B5-DDB3:** Super-speed Hard Sumo Head Butts, Rolling Attacks
- D1BE-0DA9:** No dizziness
- EO6E-D4OD:** Super-speed (switch on when game says fight; switch off after bout)
- 4A6C-6D69:** Wall jumping
- D524-O7OD:** Computer vulnerable to low attacks
- B229-A7A7:** Hit foe from afar
- 6229-A7A7:** Hit foe from *anywhere* on screen
- 6D25-A467 + 6F25-A4A7:** All players can hit from anywhere
- 9D23-6D67:** More powerful attacks
- DAB8-A761:** Special moves made easy
- 5OA5-6767:** Special moves replayed
- DD84-DD01:** Super-charged moves are easier
- C4A4-6767:** Special moves can be done in midair
- 4DC6-6493:** Championship Mode
- 72A6-AF64:** Mirror Image Match
- 6DCF-D764 + FFCF-D7A4:** Go to next level (disengage before M. Bison Match)
- B9A0-AF04:** M. Bison Match

Some Game Genie codes to make the game more challenging:

- DDAC-AFD4:** Weaken your fighter
- 6DA4-6707:** Most special moves *deactivated* for player, not for computer
- DFA9-A467:** Eliminates some simple moves

A series of Pro Action Replay codes to help you play:

- 7EOC-6010:** Turbo
- 7EOC-B200:** Midair moves
- 7EOC-3210:** Rapid Dragon Punch
- 7EOC-323E:** Low, wide-arcing Dragon Punch
- 7EOC-0000:** Invisibility
- 7EOC-B912:** Super-slow Fireballs
- 7EOC-B911:** Super-speed Fireballs
- 7EOC-321A:** Player 1 improved jumping
- 7EOE-321A:** Player 2 improved jumping
- 7EOC-3OAO:** Player 1 flies
- 7EOE-3OAO:** Player 2 flies

(To engage flight, press pad diagonally *opposite* the direction you're facing, and press and hold R.)

- 7EOC-2BBO:** Infinite energy
- 7E1A-C899:** Infinite time

Comment: One of the great, instant-classic fight games.

Violence: G

SUPER BOMBERMAN

Story: Tired of life in the bomb factory, Bomberman longs for something different . . . like bombing his way out!

Strategies: Here are the codes for each level:

1-1: 5555	2-5: 7024	4-2: 4103	5-5: 4224
1-2: 7503	2-6: 5064	4-3: 7144	5-6: 1264
1-3: 5543	2-7: 0034	4-4: 5114	5-7: 3232
1-4: 0513	3-1: 5453	4-5: 1122	6-1: 0652
1-5: 5522	3-2: 7402	4-6: 4164	6-2: 3605
1-6: 7564	3-3: 3444	4-7: 0135	6-3: 7645
1-7: 3535	3-4: 0412	5-1: 5252	6-4: 5615
2-1: 0055	3-5: 2423	5-2: 7204	6-5: 7623
2-2: 4005	3-6: 0464	5-3: 5244	6-6: 4665
2-3: 0043	3-7: 4434	5-4: 6213	6-7: 1635
2-4: 5012	4-1: 6154		

To miniaturize your character, enter the password 5656 and you'll be the Incredible Shrinking Bomberman!

To listen to the sound test, plug in the Multitap accessory, put a controller in the fifth slot, and turn on the game. Hold down R on that controller for the sound test.

Comment: One of our favorites: fun for one or multiple players, with explosive graphics.

Violence: C

SUPER CASTLEVANIA IV

Story: Every century, the evil vampire Dracula returns from the dead to terrorize Transylvania. Only Simon Belmont has the courage to tackle the fiend and his minions, so off he—and you—go!

Strategies: Before confronting Dracula, you'll find yourself outside the Castle, facing the tower. *Don't* go up the stairs. Jump off to the left, over the moon, and you'll land on invisible steps! Walk to the lower left corner and you'll get a full Heart Meter, Weapon, and Triple-Shot. When you're armed, walk back up the stairs but stop at the moon: there's a gap here, so you'll have to leap from the left cusp back to the platform. Climb the steps and face the Count.

Dracula comes and goes in a long shaft of light, and is vulnerable only when he materializes for a few moments. Stay back and rely on your weapon until Dracula is weakened: the Boomerang works best. When his energies flag by nearly thirty percent, move in and use the whip. Beware, though: when Dracula weakens, he calls a pair of devil heads to attack you, so be prepared to fight them as well! Lure them one way, then whip the heads as they pass. (Even when they die, they can wreak vengeance by *falling* on you!) Next, Dracula will release a sphere that floats about and sprays shrapnel. Take the hits and whip the globe: it leaves a power-up behind. Finally, the King of the Vampires will rain lightning down on your head. All you can do is dodge while you *keep attacking* him.

Codes are entered with a password and a grid. To get

you to the end of each stage, input them as follows using the password MEGNMIKE:

End Stage 1:

	A	B	C	D
1	Axe			
2	Axe			Heart
3		Heart		
4	Potion	Potion		

End Stage 2:

	A	B	C	D
1	Axe			Axe
2	Axe			Heart
3		Heart		
4	Heart	Potion		

End Stage 3:

	A	B	C	D
1	Axe			Heart
2	Axe	Potion		Heart
3		Axe		Axe
4		Potion		

End Stage 4:

	A	B	C	D
1	Axe			
2	Axe			Heart
3		Heart		Axe
4	Potion	Heart		

End Stage 5:

	A	B	C	D
1	Axe			Axe
2	Axe	Potion		Heart
3		Axe		Axe
4	Potion	Heart		

End Stage 6:

	A	B	C	D
1	Axe			Heart
2	Axe	Heart		Heart
3		Potion		Potion
4		Heart		

End Stage 7:

	A	B	C	D
1	Potion			Axe
2	Axe	Potion		Heart
3		Axe		Potion
4	Potion			

To face boss Slogra:

	A	B	C	D
1	Potion			Potion
2	Axe	Heart		Heart
3		Potion		Heart
4	Heart	Axe		

To face Dracula:

	A	B	C	D
1	Potion			Heart
2	Axe	Potion		Heart

3	Axe	
4	Axe	Axe

Comment: Like the other *Castlevania* games, this is difficult, exquisitely presented, and enchantingly eerie!

Violence: NG

SUPER CHASE H.Q.

Story: You're behind the wheel of a supercharged, super-armed vehicle, racing foes who'll stop at nothing to win!

Strategies: Here's help for the different missions.

Mission 1: Criminals always fire on the right hand side, so stay left to avoid them. To cause maximum damage, use Nitro charges when you first close in; stay on the inside of the road to save time; and steer hard left or right to avoid the motorcycles.

Mission 2: Use the Nitro option against the criminal after the first tunnel.

Mission 3: Don't let the Corvette pull ahead of you, or you'll waste a lot of time trying to catch it. As soon as it appears, keep rear-ending its fender for maximum damage.

Mission 4: Avoid the danger signs by driving on the right shoulder of the road, and stay close to the rocket launcher or it'll pull ahead and fire at you. If you *are* attacked, a hard left or right will avoid the missiles. It'll take five hits to destroy the blue jeep.

Mission 5: Keep swerving to avoid the helicopter, and use two Nitro charges on the gray Porsche. Again, don't

let it pull away or you'll have a tough time catching it; keep hitting its rear fender. If you can avoid collisions in this level, you'll actually be able to fly into the air to take out the helicopter. You can perform this maneuver just twice, using the X button.

If you manage to score at least 6,500,000 points, you'll enter a bonus stage!

Comment: A solid, realistic, exciting, if not-very-innovative game.

Violence: NG

SUPER EMPIRE STRIKES BACK

Story: The Rebel Alliance . . . the oppressive Empire . . . the mysterious Jedi Knights . . . the evil Darth Vader . . . and you! May the Force (and a few good codes) Be With You!

Strategies: Here are the codes for each level.

	<i>Easy</i>	<i>Brave</i>	<i>Jedi</i>
1:	WDWDWB	TCCPSJ	FHPSMN
2:	CSPTNP	SSFJNP	CCTLFR
3:	NSRSL	NLBJJF	MDWNDF
4:	WFBJTB	JRWNPL	THNTLR
5:	BHRDHL	DGBDPL	LQYSCH
6:	HMGPWJ	RCWJMF	GQTVDD
7:	LDGLTJ	JRGRTD	PNFDHJ
8:	LLJFBG	MDBNMR	SCWWFZ
9:	WLJWDN	HDPPLL	LFHWWB
10:	WBWHRW	GTLCNP	RBHNFC
11:	NCCGSP	WWBGHF	KCDFZK

12:	GLTTDJ	PGBNBH	KCCVGJ
13:	GJBHNF	TNPSPL	RBQRWS
14:	MCDGRJ	DLPMMD	QBTTXX
15:	PGPNMG	SHRBLW	ZGLKDV
16:	NGMSJB	LNGPNN	VVDQXC
17:	RLMSWJ	FSFMSR	FGTTVV
18:	MBRCGB	FCPDPC	YDHBQT
19:	SWPMSS	HPLSHJ	TNHJSK

For ninety-nine lives, hit the following during the Game Select Screen: X, Y, B, B, B, X, A, Y, Y, B, A, X, and Y. Hit Start before the Demo Screen appears.

To score all of the Force Powers right at the start, do the following on the Main Menu Screen the *first* time it appears: hit A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, and X. Press Start and off you go!

To go from the Main Menu Screen to the High Score Screen in a flash, hit A, A, B, B, during the former.

To do the sound test, start any level of the game, and press and hold Y, B, X, A, and Down on Controller 1. Still holding them, hit Start. Change the music, hit Start, and return to the game. Repeat several times, until you are given two codes to be used during the Title Screen where the "Start Game," etc., options appear: Y, Y, Y, and Y will allow you to change the title graphics using the L and R buttons; and X, Y, A, B, X, and X will give you seven Continues.

During the Title Screen, if you input X, B, B, Y X, A, and A, you'll hear a tone. Hit Start to begin, and you'll have the Force before finding all the Jedi Powers. Simply use Select, then the L and R buttons, then X to activate it.

If you want to go right to Darth Vader, do the following on the Game Select Screen: A, X, B, A, Y, X, B, A,

A, X, B, B, Y, and X. Make sure you finish inputting before the Demo Screen appears.

On the Game Select Screen, if you hit A, B, A, B, A, B, A, and B, you can go right to the final credit roll. More practical is this Game Select Screen code: A, X, B, X, X, A, Y, and Start, which will give you a Thermal Bomb whenever you hit X.

Codes for the Game Genie:

EE8B-3764: Force Orbs fill Force completely

DDCC-1DDA: Saber doesn't drain Force

DC8D-3D04: Big Hearts heal completely

Comment: A superb recreation of the movie experience, with very good graphics

Violence: NG

SUPER GHOULS 'N GHOSTS

Story: Once before, Arthur saved Princess Guinevere from the evil Sardius. Now the fiend has taken her to the Phantom Zone . . . the denizens of the Ghoul Realm have returned . . . and Arthur must once again battle the forces of evil!

Strategies: Tips for each quest:

Quest 1: The Dead Place

The Haunted Graveyard: At the third Prison, go through, kill the Flamethrower, and get the Chest on the roof. Stay put during the Tsunamis, and leap the Pearls spit by the giant Clam.

The Forest of Fear: Jump the Skulls. The Boss Bird has an extendable neck *and* spits Eggs. Keep shooting the head and blasting the Eggs before they hatch into little Birds.

Quest 2: The Rotting Sea

The Graveyard of Ships: Move quickly, 'cause everything is sinking. The small gray Ghosts are only dangerous when they grow big and white. Double-jump to the hanging Raft at the bow of the ship.

The Sea of Despair: When the giant Coral attacks, moving out from the Waterfall and hurling little Squids at you, stay to the left, firing at its face. Leap the Squids if you can't kill them, and don't touch any part of the Coral.

Quest 3: Vermilion Horror

Crucible of Flame: Watch for the Lava that sometimes pours from the Gargoyles . . . though if you're wearing armor, you can survive Lava if you *get out fast!* Later, kill the bat-thing quickly, or it'll hover out of reach, drop projectiles, and dog your path.

Towers of Molten Steel: Near the end, stop on the Ledge to the immediate left of the Keyhole. Face left: the boss, a fanged Worm, arrives and circles you counterclockwise. Shoot left, then right, and so on as it orbits you. You'll be safe, though, if you crouch, stay put, and keep firing.

Quest 4: The Ghoul's Stomach

The three-headed Dragon is easy to kill: just keep firing to the right, at its heads. When it dies, a baby Dragon emerges and must be slain at once, ere it grows into a new beastie.

Quest 5: The Deep Chill

When the Ice Demon boss attacks, just stay to the left, shoot at its head, and duck the Ice Claws it tosses at you.

Quest 6: The Castle of the Emperor

Slay the Demons on the ladder, double-jump to nail the Bird on the left, go up and repeat by killing the Bird on the right. Keep climbing. When you face the flying Demon, use your Crossbow.

Quest 7: Hallway of Ghouls

Major bummer: After you beat the big brute here—by staying on the left and jumping up at its head—you'll find Guinevere. Unfortunately, she's got some bad news: you have to go back to the beginning of the game and find the Magic Bracelet, the only weapon powerful enough to destroy Sardius. So you go. When you return to this spot, it's time for—

Quest 8: The Throne Room

Sardius spits out two Discs that you can use to ride to his head. Get up there, shoot while avoiding his projectiles, get down, jump on a new Disc, and fire again. Repeat until the beast is dead and Guinevere is free.

To execute quest select, go to the Option Mode Screen and use Controller 1 to scroll to exit. Hold down L and Start on Controller 2 and Start on Controller 1—all at the same time. This will bring you right to the quest select screen.

Game Genie codes include:

- A286-OF01:** No timer
- A2C1-AD01:** Infinite lives

Comment: Super gameplay, super scenery, so-so animation.

Violence: NG

SUPER MARIO ALL-STARs

Story: Sort of a “greatest hits” package with a few bonus tracks thrown in. The original Mario trilogy is back, packaged in a single sixteen-bit cartridge with an “appendix” of Lost Levels.

Strategies: We’ve covered these games at length in our book *How to Win at Super Mario Bros. Games*. However, here are a few key pointers:

When you start *Super Mario Bros. 3*, get both of the Warp Whistles in World 1, warp to World 8, begin playing, and press Start to go to the Save Screen. Choose Save & Quit. Restart the game, bring up the saved game, hit B to return to World 1, and work your way to World 1-2 with the Tail Power-Up. There, go right and past the T-shape pipes. Stand to the right of them, waiting for the five Goombas to appear. Leap on the first, holding the button down, and you’ll go to the top of the screen: use your tail to fly to the next Goomba, repeat, and so on, and you’ll keep collecting 1-Ups.

To get unlimited Hammer Bros. Suits, warp to World 6, find the Hammer, and go into the pipe at the start of the world. Clear the rock on the other side, go to the Mushroom House, take the Suit, then use Save & Quit. Repeat until your larder is full of Suits!

The Pro Action Replay code **7E07-5606** makes you invincible.

Game Genie codes include:

Super Mario Bros.: 17DF-FAAD (100 Lives), C2C1-D4AA (Infinite Lives), 6D84-DF03 (Infinite Time), 9D2F-6DAE (Extended Invincibility), and CB81-0D02 + E681-OD62 + 3C81-ODA2 (Mega-Jump)

Super Mario Bros. 2: 1761-05D0 (99 Lives after Continue), C26E-D5A6 (Infinite Lives), DD32-6966 (Infinite Hearts), 7A60-A966 (jumping in place charges up Super Jump).

Super Mario Bros. 3: DDAF-A8A3 (Fly any time), 17BB-DBAF (100 Lives after Continue), 82BB-OC6D (Infinite Lives), 6D3D-6619 (Infinite Time), 8D3E-6801 (Mega-Jump), C63E-6801 (Ultra Power Jump).

The Lost Levels: 17DF-FEDD (start with 100 Lives), C2B6-A455 (Infinite Lives), 6D82-OF79 (Infinite Time).

Comment: If you've got the eight-bit cartridges, no need to upgrade: the new levels aren't *that* great.

Violence: C

SUPER MARIO KART

Story: Mario, Donkey Kong, Jr., and other Nintendo superstars steer their go-carts through Super Mario World.

Strategies: Learning your car and the tracks is the only sure way to victory. However, there are some neat things you can do while you learn.

At the Character Selection Screen of the Mario Kart GP, press and hold Y, then A: this will shrink your character to pint-size. The good news: the mini-racer holds

the road and moves better than the normal-sized kart. The bad news: if you're not careful, it'll get squashed.

After you snare the Gold Cup in the Mushroom Cup, Flower Cup, and Star Cup in the 100cc Class, there'll be a Special Cup race. Get the Gold Cup here, and you'll be treated to an awards ceremony followed by an otherwise inaccessible 150cc Class race.

If you want to race the computer, enter the one-player Time Trial, and at the Driver Select Screen hit Start on Controller 2. "COM" will flash in a box above one of the drivers: use Controller 2 to choose an opponent, and start your engine!

To do a nifty (though admittedly useless) switch-screen trick, press B on Controller 2, choose a one-player game, then hold down L and R and hit Start. Pick the class, driver, and track and begin racing: the split screen that normally has the map on the bottom and the race on the top will be reversed.

The Game Genie code **33B6-44DD** allows you to do a little plastic surgery on one of your characters!

Comment: Sophisticates may feel a little self-conscious steering, say, Yoshi or a Koopa around Banana Peels or Thwomps and trying to grab Feathers. But the game *is* fun, with solid graphics.

• *Violence:* C

SUPER MARIO WORLD

Story: While vacationing in Dinosaur Land, Mario and Luigi are horrified by the abduction of Princess Toadstool. That can only mean that Bowser has returned, and the Brothers go once more into the breach.

Strategies: In a Koopa shell, here's all you really need to know to win this game.

In the Forest of Illusion 1, you'll fight a Koopa on the far side of the pit, get a power-up from the ?, and move right, battling more Koopas. There's a ? above with Yoshi: use the Jumping Board ahead to enable Yoshi to eat the Fruit, and go back for Fruit you passed. A cloud will arrive with bonus Faces, you'll get a 1-Up from the Note Note Blocks ahead, and you'll fight a rash of Wigglers. There's a power-up Block after that: pick up a Super Star and charge ahead, earning 1-Ups as you mow your enemies down. Now this is the important part: after the invincibility wears off, *kill* your character then go back and repeat. You'll be able to collect a limitless number of 1-Ups by doing this over and over. If you're playing a two-player game, plant one of the Brothers at the start of this super power-up section and let *him* collect lives for the Bro blazing the new trails. When the explorer gets low, his sibling can lap them up and shift them over.

Here are other pointers which will also help you to win.

With Yoshi, return to an area you've won. Go to a Berry and release a power-up you're holding as long as it's *different* from the one you're using. Let Yoshi eat the item *and* the Berry simultaneously: your Coin and 1-Up

counter will fill quickly. When you're finished, hit Start and Select.

In any stage, if you take a P Switch or Koopa Shell through an exit, it will turn into a power-up, depending on what kind of Mario you are and what's in your item box. Normal of Super Mario with no item or with fire or Cape will get a Mushroom. With a Mushroom: a 1-Up. Mario with fire but an empty item box, a Mushroom or a Cape: fire. With fire: a 1-Up. Mario with a Cape but an empty item box or a Mushroom or fire: A Cape. If he's got a Cape, he'll get a 1-Up.

If you have a Cape and want to earn a lot of 1-Ups in the bonus rooms, instead of jumping up under the Blocks, go to the side of each Block in turn and do a spin-jump, hitting it with your Cape. You'll cause the Block to register an O, three of which in each row will give you a 1-Up.

And if you ever want to get into a Castle or Fortress but can't, all you have to do is press L and R simultaneously. This works everywhere except the Valley Fortress. (You won't get in Bowser's back door *that* easily!)

Finally, if you ever want to save your game, but the game doesn't give you that option, you can save it *if* you have a Cape. Simply go to the Donut Ghost House, fly to the second floor, and go to the exit. You'll be able to save there.

Game Genie codes include:

DD32-6DAD: Invincibility for almost the entire game

C222-D4DD: Infinite lives

Comment: Very challenging, excellent background graphics, and good animation (though you'd expect more from sixteen bits).

Violence: C

SUPER R-TYPE

Story: The sinister Baido Empire has enslaved the Earth: it's up to you and your R-9 fighter to battle through the Empire's forces and free our world.

Strategies: Here's how to beat the bosses of each level.

Space: The Illuminator moves around the screen clockwise. Don't let it trap you on the right, and destroy whatever junk it deposits. Use your B-button beam to blast its arms, then destroy the core.

Ruins: Enter Zabtom's room quickly—the door closes fast, and better it does so behind you rather than *on* you. The boss fires from an eye on top of the screen, and after a while opens an eye in its midsection. During all this, killer balls roll from its forehead—if you can call it that—and up from the bottom. Head for the lower eyelid, wait for it to open, blast it, then rise a bit to get out of the way when it fires straight ahead. When it shuts, go down and get ready to repeat. Don't be intimidated when the wall behind you turns into a line of undulating orbs: just stay with your target.

Cave: Crawlgar is a giant crab. B-button blast it; the sub-boss will charge, so get under it, shoot the base ahead, and attack the giant again when you can. If you have backward-firing weapons, get to its right when it

moves left. After you beat it, you'll face Inexis. Snakes emerge from its sides, two at a time, and form lethal little circles. Avoid these any way you can, but get back to the boss's left: you've got to shoot the green protuberance that appears now and then (just a few hits will take the boss out).

Giant Space Ship: The boss Prisoner fires a Laser which ricochets from the wall and converges on the left . . . right on you, naturally. There are also four guns firing at you from the top right. Fortunately, there's a safe zone in the lower left corner. Land there and shoot everything you have at the guns. When they're gone, go to the middle of the screen and fire at the boss, shifting left and right or returning to the lower left corner to avoid its Lasers. The boss is vulnerable when it scoots to the right.

Mining Field: Alas, there are no patterns to follow when you duke it out with boss Rios. Just avoid its fire and shoot it in the center whenever you can.

Recycling Factory: Recycler has three parts, each of which fires Lasers and disgorges Blockades you definitely do *not* want to hit. Each part of the boss has to be destroyed separately by hitting the red "eye" in its center. Simply (well, not so simply, actually) dart and weave until you have a clear shot, and unload your heaviest artillery. It's advisable, though not always practical, to stay with one eye until its section is gone.

Baido Empire: The boss Woom isn't appreciably tougher than the previous bosses. Shift from left to right on the left side of the screen, avoiding the creature's projectiles while blasting the twin eggs in the central passageway. Try to shoot the giant's arms as well: you'll liberate companion vessels to help you doom Woom.

To execute level select, press Start during the Title Screen. When the game asks you to push Start, hold the R button down and push Up seven to nine times. When you hear a musical measure, your code has been entered successfully. Start the game, pause it, push and hold R, A, and Select, and use the pad to pick your level. (The numbers appear in the lower left.) When you unpause, you'll be at that level. (Incidentally, there are more numbers than there are levels: those extra numerals mean you're boosting the difficulty level.)

To start the game with a super-powered ship, do the following with the controllers that come with the game (others may not work). During the Title Screen, press Down, R, Right, Down, Right, Right, Down, Right, Down, Down. If you did it right, you'll hear music. Start the game, pause it, the push R, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right, and Right. You can choose your power-ups using the R (Shot Gun Bomb), A (Sky Attack Laser), B (Ground Attack Laser), X (Reflect Laser), or Y (Spread Laser) buttons. If you die while super-powered-up—frankly, you shouldn't be allowed near a videogame. But if you *do* perish, pause the game when you're reborn and reprogram the second half of the code. This does *not* work after a continue, however.

Comment: Very difficult and unforgiving: the graphics are not terribly impressive.

Violence: NG

SUPER STAR WARS

Story: Battle Darth Vader and the repressive Empire on the planet Tatooine, at the Mos Eisley spaceport, in the Cantina, in the Death Star, and elsewhere.

Strategies: Here's how to load up with 1-Ups in Level 5, Land of the Sand People. Near the end, you'll come to a long expanse with floating rocks. Step off the cliff and maneuver toward the wall on the left as you drop. You'll land on a ledge: enter the cave there, leap onto the rock inside, and shoot at the cave walls. Collect the 1-Ups that appear, drop from the ledge again, and perish. You'll only lose one life, and can return to the cave to collect more. Repeat as often as you wish.

To play certain stages with invincibility, go to the Title Screen and press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B on Controller 1. Use Controller 2 to play: during any side-scrolling stage, hold Select and then press and hold A, B, X, and Y. Release all the buttons and you'll be invincible *for that stage*.

To execute stage select, go to the Start Game and Option Menu and input (again!) A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B. (You'll know you've done this correctly when you hear a Jawa.) When the game begins, use the Start button on Controller 2 to pick your stage.

You can also listen to the sound test, and get more than sounds from it. During the game, at any point, hold down, A, B, X, and Y and hit Start. The Sound Test Screen will appear, and you can use Up and Down to pick a sound, and listen using Left or Right. Press A when you're done. Every time you enter the Sound Test

code, you'll get a different message on the screen. When you do it a fifth time, the message will be a code for five Continues. To get them, simply press X, B, B, A, and then Y on the Title Screen after the Start Game prompt has appeared.

Game Genie codes include:

DDBO-C767: Start with light saber

553A-1764: Lose a life and you still have blaster power-ups

C232-14D4 + CB6C-3767: Infinite lives

Comment: Faithfully re-creates the movie, with impressive graphics and gameplay.

Violence: NG

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

Story: In either a Tournament Mode, a Vs. Battle Mode, or a Story Mode—in which kidnappers make off with April and Splinter—the four heroes and a slew of other characters end up in furious mano-a-turtle martial arts battles.

Strategies: To battle the boss, go to the Title Screen and press X, Up, Y, Left, B, Down, A, Right, X, Up on Controller 2. Select the Vs. Battle or Watch mode, then push Right while Shredder is highlighted or Left while Leonardo is highlighted: instead of those two, you'll summon the Rat King or Karai.

To switch to a hyperspeed mode, do the following on the Title Screen using Controller 2: Up, Up, Down, Down, Left, Right, Left, Right, B, and A. Pick the Options Screen and you'll find a new setting, Hi-Speed 3.

If you want to use the Ultimate Attack feature in the Story Battle Mode (otherwise unavailable), go to the Title Screen and use Controller 2 to enter Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, and X. If you've gone it correctly, you'll hear a blast; go into the Story Battle Mode and you're set.

To start the game with ten credits, go to the Title Screen and use Controller 2 to input B, B, B, A, A, A, X, X, X, X, X, X, and X. After you hear the explosion, go to the Option Menu using Controller 1.

If you want to choose the backgrounds for the boss stages in the Vs. Battle Mode, go to the Title Screen and use Controller 2 to input L, R, L, R, L, R, and A. Choose your characters: Studio 6 and the Metro Train will be among your options.

Game Genie codes include:

- 82A6-4FA4:** Infinite Continues
- DFCA-44A3:** Ultimate attack can be done any time (unless the bar is empty)
- DCCA-1405:** Rat King replaces Leonardo
- D8CA-14A5:** Karai replaces Raphael

Pro Action Replay codes include:

- 7EOO-8E59:** Unlimited time
- 7E1A-C454:** Unlimited ultimate move
- 7EOE-E460:** Unlimited energy (player one)
- 7EOF-C460:** Unlimited energy (player two)
- 7E1A-CEOB:** Player one is Karai

- 7E1B-1EOB:** Player two is Karai
7E1A-CEOA: Player one is Rat King
7E1B-1EOA: Player two is Rat King

Comment: Glorious graphics and top-notch game-play.

Violence: NG

TINY TOONS ADVENTURES: BUSTER BUSTS LOOSE!

Story: Troublesome rats escape at the Looniversity, Montana Max runs off with stolen booty, a storm sends our hero to a haunted mansion, and other adventures await the brave bunny.

Strategies: Here's a stage-by-stage rundown.

Stage 1, Acme Looniversity: Dash and slide to get under the stairs for goodies. In the library, step on the switches to make the bookcases roll back and forth; to feed Dizzy, jump up from the conveyor belt under his mouth. When you face Arnold, attack the instant you see his flashlight.

Stage 2, The Western Movie: Dash and slide to roll the barrels against enemies. When you reach the Town Hall, walk past it then press L to the left: dash/jump up the wall for the goodies on top. On the Train, kick the small smokestacks four times, the large one six times to shut them down.

Stage 3, Spook Mansion: When you enter the vertical chamber, dash/jump up the left wall to the niches above.

Go back down and right. Destroy the Mad Scientist's machine by using your ears to fling Nuts and Bolts.

Stage 4, Acme Looniversity Football: Running plays are safer, but passing plays get you farther.

Stage 5, Buster Sky-Jinks: Bounce to the big blue and yellow balloon for the 1-Up. Later, when you reach the four rows of balls, the flippers won't appear until you've jumped up and gathered the balls.

Stage 6, Space Opera: When you reach the giant ball, use the switch to make it crash through the floor. When you face the boss, it'll be necessary for you to get and use the paralyzer gun that's being fired at you!

Between stages, you get to play a bonus game. If you end up in Junction, you have to make a road for Hamton. Do so as follows: use the pad to go Left three, Down once, and Right once. With that done, press A to make Hamton rush through in the time allotted.

For unlimited Continues, use the password (more accurately, *passpictures*) Plucky Duck, Babs Bunny, Bookworm.

To play the bonus games for practice, enter the password Elmyra, Shirley the Loon, and Calamity Coyote.

Pro Action Replay codes include:

- | | |
|-------------------|--------------------------------------|
| 7E00-6A99: | Star gets you an extra life |
| 7E00-B4FF: | Kill enemies by walking through them |
| 7E1A-2COO: | Infinite time for Hamton |
| 7E1A-023A: | Infinite time for Babs |

Comment: Gorgeous animation and terrific gameplay for kids.

Violence: C

ULTRAMAN

Story: For years, the silver-and-red space hero Ultraman has been battling the evil space virus Gudis. Now the fiend has created mutant monsters on Earth, which must be destroyed in hand-to-tentacle combat.

Strategies: There's no way to do monster-select in this game. You've got to take them out in sequence, and here's the way to do it:

Stage 1, Gudis: To defeat Gudis quickly, keep the pad pressed to the right and use the X button (Ultra High Jump). Still holding the pad right but releasing X, hit the A button (Ultra High Kick). You may be able to destroy Gudis before it fires eyebeams. Watch its head: when it rears back slightly, it's about to fire. If it does so, use your Shield and then move in again. If you can get in close, press Up and A.

Stage 2, Bogun: Stand back and use Ultra High Jump, using A-button kicks on the way down. When you land on Bogun, inflicting damage, hurry to the left and repeat . . . if Bogun isn't already a goner.

Stage 3, Degola: The monster fires rays from its paws and then somersaults over the hero. Ultra High Jump away when it rolls, and land on top of its head, giving it a good kick, then getting away again—or, if you can stay in close, using Ultra Throw. A few combinations of these, with an Ultra Punch or two for good measure, will finish off the monster wolf.

Stage 4, Barrangas: The monster has deadly halitosis and small but mighty hands. Ultra High Jump and kick it in the head; Barrangas will move back when you leap, so make sure the jump is long enough. For up-close

combat, press Up, use the Y button Shield when necessary, and fell the beast with an Ultra Upper Cut. Respect this tough foe and you'll be able to sing, "Yes, we have no Barrangas!"

Stage 5, Gudis II: A tough retread. Use the Ultra High Jump and Ultra Kick when you come down (X/A combination). When you land, hit the monster with an Ultra Spin Kick. Back off and repeat.

Stage 6, Zebokon: This one charges fast and breathes flame. Rely on Ultra Punch and Ultra Upper Cut, going on the defensive with Ultra Shield to stem Zebokon's forward progress.

Stage 7, Majaba: The Ultra Upper Cut saps a lot of the upright bug's strength. If you're too far to use it, batter it with repeated Knuckle Shooter blasts. Let your special weapons build up to L4 *only* when Majaba is near death.

Stage 8, Kodalar: The frog-headed dinosaur has deadly eye beams and a nasty tail. Start with an Ultra Spin Kick, then get in close and use Ultra Punch and Ultra Throw. The latter is particularly damaging.

Stage 9, Kilazee: A multiple-threat, the flying monster stomps you and fires searing rays from its claws and flames from its eyes. Ultra Throw is great if you can get close enough; if not, use your Special Weapon when you can, as well as Ultra Chop or Ultra High Jump with a kick on the way down.

Comment: Great animation, good sound, but not enough moves or variety to sustain interest for very long.

Violence: NG

U.N. SQUADRON

Story: You're an ace in the skies, and you've got to strike back at Project 4 terrorists who've attacked Aslan.

Strategies: Here's the way to beat the bosses of each level.

Front Line Target: Stay level with the tops of the Tank's treads—placing you below its weapons—and fire away.

Enemy Air Force: The Stealth Bomber rises from the bottom left. Stay to the center, left, and drop Bombs on the boss as it scrolls in. Stay above it: the ship'll start releasing dum-dum Bombs that spray in all directions, and you have to be far enough away to weave between the shrapnel. Resume your attack when the coast is clear: continue to stay above or behind the Stealth, though, because it'll also drop Bombs.

Aerial Combat Squadron Wolfpack: Use Megacrush when the submarine Seavet surfaces. It'll submerge and leap at you, so make sure you get to the upper left while it's still under. As soon as it's out, prow in the air, get over it and drop Bombs. When it goes under again, watch out for the Polaris-like Missiles: stay in the top, middle, to avoid them, or on the left to try and blast them from the skies. Move right and down, clockwise, to get around the Missiles when they explode. Stay right, center, and back slowly to the left: when Seavet surfaces again, drop Bombs. When it flattens out, get over it, to the left of the tower, and use Cluster. It'll submerge and fire more Missiles; repeat.

Battleship Minks: When the screen goes quiet, start firing ahead. Minks heads down from the right. Stay

one-third of the way up from the bottom of the screen, firing ahead: you've got to hit the big guns, and that's the place to do it. Thunder Laser works well here. When the guns are gone, attack the Bridge as you turn and make your second pass at the ship. (Don't take out the Bridge first, or you'll lose the money you'd've earned from the guns.) Megacrush is also useful on the first pass over the Battleship.

Ground Carrier: Stay halfway up the screen so you're higher than the deck of the ship. Using Falcon for some downward power, blast the Missiles and Jets it launches while firing at the launchers themselves. When the launchers are scrap, attack the bridge using Megacrush and Bullpup.

Forest Fortress: Fly just above the tree line, firing ahead to take out the low-lying guns (Phoenix is useful, so you might want to fly the F20). Get in some shots at the high Turret, then scoot over it (unless you have Phoenix, in which case destroy it). Use your special weapons on the next low section, which pops up from a shell and sprays Missiles. Fly over this and up and over the next dome, getting in as many shots as you can; attack the twin guns ahead, then swing around and fly left for another pass at the Fortress, finishing off whatever you missed the first time around. When you destroy the Missile Launcher, the Fortress is history.

Mountain District Base: Take the Tomcat with Super Shell, Thunder Laser, and Megacrush, and use Megacrush against the boss's blue "heart." It's not as awful as you might expect.

The Canyon: Again, use the Tomcat. When the B-1 arrives, stay behind it, using Thunder Laser; when it moves left, circle it counterclockwise—avoiding its Missiles as you cross the top—and get behind it again. Now

and then, the boss will blast off to the right and then return, so be ready!

The Project 4 Fortress: The F200 Efreet is recommended here. The first boss drops Guns that shoot up; stay in the top, left, to avoid these while your Falcons destroy them. Keep up your fire and the boss will go down in flames. The second and final boss is more difficult. Head for the upper right, using Megacrush, then deliver a flurry of Napalm blasts. When you swing around for a return bout under the boss, fire until you uncover its vulnerable spot: the blue "heart." Once you've circumnavigated the vessel and turned on it again, use Thunder Laser to finish it off.

To access a hidden difficulty level, go to the Option Mode, pick the difficulty setting, hold down A and X on Controller 2, then change the setting with Controller 1. The murderous level GAMER will now be available to you.

Comment: Satisfactory challenge, but drab graphics and animation.

Violence: NG

WANDERERS FROM YS III

Story: Adol visits his home town of Redmont, only to discover that all is not well: there are monsters outside and strange doings inside. Alone, Adol decides to find out what's going on. . . .

Strategies: Go to the weapons shop and buy a Short Sword, Wood Shield, Leather Armor, as well as

Medicine, then go to the Tigray Quarry to rescue Edgar. Along the way, get Robert's Pendant from the Treasure Chest, the Warehouse Key from Duey, and a Power Ring from another Chest. From that Chest, climb the stairs, and on the top right leap up to the cliff, then up again: the Warehouse is hidden on the right. Inside, fight Dulan by kneeling and stabbing away! If you have trouble in this section, enter and leave the Quarry several times to build your experience points. Go back to town to buy Chain Mail and Medicinal Herbs as soon as you've the money.

Return to Duey, go down the stairs, drop down the pit, go right at the bottom, and kill the Jellies. Don't fight the boss ahead until you have more Herbs and Armor. To battle the boss, press Up, B, then A directly under the fiend: have at least one Herb and 6,000 points when you do. You'll get the Sun Statue and the door ahead will open. Rescue Edgar, return to town, give Robert's Pendant to his mother, and accept the Shield Ring in return. Go to the tavern, meet the soon-to-be-captured Ellena, and head to Ilvern.

Highlights for the rest of the game:

Don't fight the Firedragon Gilan unless you've 12,000 points or more. Stab up repeatedly from any vantage point, attacking its head; use the Amulet you *should* have purchased.

When you face the monster Galbalan, you'll need at least 30,000 points . . . or a full meter in the 20,000-point range and an Herb refill. To beat the beast, leap up to the ledge where the monster is and just whack away.

In the Eldam Mountains, after you talk to the hermit, you must fight a winged monster. Armed with Power Ring, Amulet, and Banded Armor, as well as 40,000

points, take a flying leap at her before she takes off. Run back and forth between the steep slope on the far right and the small peak to its left: try to keep her in there, since you can then leap at her from the slope.

After beating her, you'll cross yet another Mine with a Dragon, spitting fire. Stand directly under its head, approximately the length of your hero from the depression in the ground to the left (got that?), and leap up constantly, jockeying the Y and B buttons as you press Up. As long as you smack its jaws, it won't spit fireballs or swish its tail, the latter being instantly lethal. The Amulet won't help you here. You'll have to talk to Edgar to open the path to Ballacetine Castle.

When you fight the bolo-swinging boss, crawl right to the monster's side and hit it repeatedly using your Power Ring. To defeat the tough Jilduros, wait until he comes from his dome (otherwise, he'll kill you) and hit at him when his axe is drawn back. Get in two hits and withdraw, two hits and withdraw, etc.

Eventually, you'll rescue Ellena . . . but it isn't really Ellena, it's a monster. If you've used your Amulet, get behind the creature and hit it with three quick slashes. It will dematerialize: you must run to the left, to the middle of the screen, and face right while you wait for it to reappear. Hit it again from behind, run all the way to the left, and so on. Be ready to leap its lightning bolts which become lightning balls and roll at you. Note: if the monster materializes *facing* you, run in the opposite direction before it has fully formed. It will usually relocate.

To defeat your last foe, Gabalan, use your sword to destroy the brute's hands first, then wait until the orb appears in its mouth. Use the Amulet three times, then leap up and hit the orb with your sword.

To obtain invincibility (or simply become exhausted *trying*), start the game, hit Reset, and do the following on Controller 2 once the American Sammy Logo Screen has completely solidified (and before it begins to fade): press Up, Down, Up, Down, Select, then Start. On the Start/Continue Screen, pick Continue using Controller 1 and enter any saved game. That done, hit Select on Controller 1 to go to the Menu, access the Status Subscreen, and hit Start on Controller 2. If the word "Debug" appears beside "Status," you've done it!

Comment: An engrossing, fascinating role-playing game with good visuals.

Violence: NG

YOSHI'S COOKIE

Story: Like *Tetris*, you have to line up rows of Cookies or move them to solve puzzles.

Strategies: Here are the keys to solving a few perplexing puzzles.

Round 2, Stage 6: Shift the cursor to the second row from the top, move the row one space right, then move the far left column one space up.

Round 4, Stage 4: Move the top row left one space, the right column up one space, the left column up one space, and the bottom row left one space.

Round 7, Stage 3: Push the top row to the left twice, move the middle column up one, and move the top row one space to the left.

Round 7, Stage 6: Move the second row from the top

one space right, then shift the left column one space down.

A few helpful passwords:

Round 5, Stage 5: **5G9SVLM**
Round 6, Stage 5: **TWPSVOV**
Round 7, Stage 5: **.96?VY5**
Round 8, Stage 5: **F__96VL2**
Round 9, Stage 5: **7X5BV52**
Round 10, Stage 5: **J4JDVY2**

If you want to play a tougher Vs. Mode of the game, you can summon up four aggressive computer players. Enter the Vs. Mode and set it to COM. Hold down L, R, and X and press Start.

To go to later rounds in the Action Mode, go to the Title Screen, choose Action Mode, and hit Start. Set the game to Round 10, speed to HI, and shut the music off. Using Controller 2, simultaneously press L, R, Select, and Start: this will enable you to set the round for the latter stages.

Comment: Winsome and challenging for all ages.

Violence: N

ZOMBIES ATE MY NEIGHBORS

Story: Not just Zombies, but Martians, Maniacs, Killer Dolls, Vampires, and various other monsters have invaded the neighborhood. Your job is to clean 'em out!

Strategies: Here are some keys to winning.

Level 4: This works for any level with Hedges and Walls. If you and the Maniacs clear away as many Hedges as possible: you'll get a Massive Destruction bonus at level's end if you do.

Level 7: In Dr. Tongue's Castle of Terror, look for the trio of doors in the top right (with a Monster Potion behind the left one). Break through the right door, and walk *into* the right wall for a secret passage. Head through it to a courtyard, then through the left wall for another hidden passageway. Go left to a mad scientist, his monstrous creation . . . and lots of goodies.

Level 12: Complete ten passes for a Pass Completion bonus. Destroy the alien ship by passing Soda Cans into the open hatchway.

Level 20: Drop a Decoy to lure the Snakes over, then stand on the other side and plug them.

Level 36: Fight the Spider with your supply of Pandora's Boxes, then walk into the Spider while using Artifacts. Jiggling the pad will get you through the webs, after which you can finish the level off with Weed-Eater.

Level 41: Go into the building in the bottom right, and search the crack in the bathroom wall for a 1-Up.

Level 45: The Hedge toward the middle, with the Wall to the right, has a 1-Up.

Level 46: The Hedge at the top has a Skeleton Key.

Level 48: Get the 1-Up in the bottom left of the Frankenstein Monster room, and go to the hidden passage below the third door at the top of the level. When the Spider dies, its head lives: you won't be hurt if you hurry to the top right corner.

Bonus Level 1: Get a Bazooka from one of the dressers (it doesn't always appear), and blast the Hedge at the top for a bonus item.

Bonus Level 9: As in Level 1, blast the Hedge at the top.

Bonus Level 12: Assuming you have all ten victims, you have to save ten more here to receive the bonus. Without all twenty, you get zip.

Bonus Level 17: Use a Bazooka (or become the Monster) and get rid of the Spider Web in the top right.

Bonus Level 22: Weed-Eat the ferns for a Skeleton Key, go to the Frankenstein Monster's room, head into the hidden passage at the bottom, and open the Skull Door.

Bonus Level 33: Go to the top left, head right, and enter the water. Swim right to get the item. There are other bonuses behind the Spider Webs.

Passwords to get you through the game:

Level 5:	XHRS or VHRV or FHRX
Level 9:	NBGW or PBGG
Level 13:	BFCB or RFCR
Level 17:	FKYQ or BKYZ or RKYL
Level 21:	DXBR or VXBB or PXBG
Level 25:	PYLQ or XYLZ
Bonus:	GYLM
Level 29:	YLZD or XLZG
Level 33:	LJQJ or WJQK
Level 37:	FZVM or BZVG
Level 41:	FRPJ or BRPK
Level 45:	BLHR or VLHX
Credit Level:	XWJR3

Game Genie codes include **C9AE-C404**: Zeke or Julie, max items by standing over them.

Comment: One of the most delightfully creepy games around, with strong visuals and fun, interesting characters.

Violence: G

Super NES Short-Shots

Quick tips for other Super NES games

THE ADVENTURES OF DR. FRANKEN

Pro Action Replay codes:

- 7EOC-021A:** Infinite Energy
- 7EOB-3203:** Infinite Smart Bombs
- 7EOB-3303:** Infinite Lives
- 7EOC-OC59:** Infinite Time

ALIEN VS. PREDATOR

On the Title Screen, press Select. When you've accessed the Configuration Mode, press Start to get the Option Menu. Using Controller 2, simultaneously press and hold L, R, X, and A. Using Controller 1, hit Start and you'll get a Stage Select menu.

Game Genie codes:

- C236-ODDD:** No damage from punches
- C238-OFDD:** No Damage from other attacks
- C286-A70D:** Infinite Lives

Pro Action Replay codes:

- 7EO9-A958:** No Alien Life Meter
- 7E10-245B:** Unlimited Energy
- 7E10-5C03:** Unlimited Lives

ARCANA

To begin the game with more powers *and* be able to choose any level, do the following on the Title Screen: Press Down, Select, Select, X, Y, Select, Select, L, R, Select, Select, Left, Right, Up. When you're finished, press A to go to Level 2; B for Level 3; X for Level 4; and Y for Level 5.

For the sound test, hold down L and R during the Title Screen and press B.

Pro Action Replay codes:

76E15-5A99: To get money when you're broke

7E13-2599: Unlimited MP for the Spirits

7E13-2399: Unlimited MP for Rooks

7E13-2799: Unlimited MP for Teefa and Salah

7E13-2999: Unlimited MP for Axes and Darwin

(Note: Use the Action Replay only when you require MP. Otherwise, keep it off.)

BATTLEBLAZE

On the Title Screen, hold Select and push Start. This will bring you to the Option Screen. As you hold down the R button, enter the following in order, pressing each pair *simultaneously*: Up and X; Right and A; Down and B; and finally Left and Y. This will bring you to the Extra Play Mode, which will let you play a two-player game, and also allow you to change the scenery. Games in this mode last just one round.

For extra Continues, go to the Option Screen, press

and hold the L button, and enter the following pairs simultaneously: Up and X; Left and Y; Down and B; and Right and A. You can then select one, three, five, or unlimited Continues.

BATTLEDASH

During the Title Screen, simultaneously press Select and Left. After the "Adjust Aim" screen appears, start the game and it will be more difficult than ever.

BATTLETOADS & DOUBLE DRAGON

To begin this game at any level, press the following during the Character Select Screen: Up, Down, Down, Up, X, B, Y, A. This will bring you to a Warp Screen; you'll also start the game with ten lives, not three.

BEST OF THE BEST CHAMPIONSHIP KARATE

Here's how to have a powered-up fighter in the Kumate mode. Go to the Main Menu by pressing Start on the Title Screen; select Option. On the Option Screen, choose Password and enter **RHT2554457K**. Go back to the Main Menu and use Next Boxer to go through the fighters. Choose Ivanov, defeat him, and you'll enter the Kumate mode. There, opt for PAD vs. SNES until the two characters are the same. Beat your "clone" and all

of the fighters from the standard tournaments will fight here.

BIGNOSE FREAKS OUT

In Level 1, check out the invisible rocks that take you to a hidden nose in the upper left corner.

BIOMETAL

For stage select, go to the Title Screen and hold the A and B buttons. Press diagonally Up/Right, then Down/Left. Push Select and the L or R button, and you can go wherever you want!

BRAWL BROTHERS

To view the original Japanese screen of the game, press B, A, X, and Y repeatedly when the "Jaleco" logo is displayed. If you do this quickly, the screen will turn into gibberish. Wait until you hear the slashing sound, then hit Start. When the screen changes, push Down, Down, Down, and Start, and exit the Option Screen. Voilà! It's a game called Rushing Beat. . . .

CLAY FIGHTER

Game Genie codes (for all but the last, you must continue after each bout):

DD4A-8548 + D59C-E53E: After the first match, you tackle N. Boss

DD4A-8548 + D69C-E53E: After the first match, you fight Banker

DD4A-8548 + DD9C-E53E: After the first match, you rumble with Bad Mr. Frosty

6280-DD6F: Blob's Bomb move is enabled

COOL WORLD

To go to the ending, do the following during the Title Screen, press Left, Right, Up, X, Down, and B.

DAFFY DUCK: THE MARVIN MISSIONS

Game Genie codes:

DDB3-3404: Infinite Lives

DDA2-C76C: Infinite Continues

C283-3D6F: Invincibility

DD85-17DD: Your stores of ammo will be turned into infinite ammo

DEATH VALLEY RALLY

On the Title Screen, simultaneously press L, Select, R, Y, and Start. Keep holding them, and when the Zippity Splat Screen appears hold X as well. When the game starts, you'll have seventy-five lives instead of two!

D-FORCE

Pro Action Replay codes:

7EO2-1504: Infinite Lives

7EO2-OFOC: Immediate full power-up

DINO CITY

To reach advanced stages of play, use the following codes:

Stage 2: **8SHTKES3HNDM**

Stage 3: **HF4N<NBC41KT**

Stage 4: **5SKXTES9HNZ4**

Stage 5: **XKC5TESWHNN4**

Stage 6: **5CX6DESOHF94**

Final Stage: **8SSZ9ESOH4H4**

Note: On the screen, the *E* looks like a *reversed E*.

THE DUEL: TEST DRIVE II

To customize your car, wait until the game starts—but before the car begins to move—then simultaneously hold down L and R on Controller 2. When the words “Customize Car” appear, make your changes using Controller 2, then press Start on that controller. Push Start on Controller 1 when the screen goes black.

EARTH DEFENSE FORCE

To gain invincibility, pause the game and press A, B, X, Y, L, R, Up, Down, Left, and Right. Unpause and you're set!

FANTASY ZONE

Upon entering the Secret Zone, go right to a danger sign. Stand beside the barrel there, hold Y and pick it up. Take the barrel to the right, toss it at the first Black Mask, and you'll warp to a secret area filled with Emeralds.

FINAL FIGHT 2

To play a two-player game with two of the same character, wait for the Title Screen. Using Controller 1, push Down, Down, Up, Up, Right, Left, Right, Left, Left, then Right. The Title Screen will turn blue: choose the two-player game and tap Start.

FIRST SAMURAI

To execute level select, do the following on the Options Screen: simultaneously hold L, R, X, and A. As the two doors begin to close, make your level selection by *continuing to hold the buttons* and pressing Right for 1-2, Down for 2-1, Left for 2-2, and Up for 3-1. Don't let

go of any of the buttons until the stage you chose is on the screen.

FLASHBACK

Pro Action Replay codes to help you through the game include **7ECD-4604** and **7EC7-4605**.

F1-ROC II

To boost your speed, raise your engine level to the top and earn \$100,000 in the less challenging races. Put the entire wad into new engine development, and after you finish the next race you'll have a Super Engine. That's the good news; the bad news is, you just can use it once. So scope out the tracks and see where you'll need it before you go there.

GOOSE

Here some helpful codes to this all-powerful dominion:

Level 2: **SD1**

Level 3: **BMH**

Level 4: **MGB**

And a Pro Action Replay code for high-speed play is **7EOO-A401**.

GUNFORCE

When player one is ready to die, use Controller 2 to continue the fight with player two. In effect, you get twelve extra lives.

HAL'S HOLE-IN-ONE

To start the game with metal clubs, input the password METAL*PLAY.

If you want to score a hole-in-one (naaahh . . .), input one of the two following codes:

CQJB83CFDFJ#H?LBBT7BJCF *or*
B!5B9GB5SFGB3J5BB>GBMYQ

To play a hidden nineteenth hole, putt through the first eighteen holes in the practice mode, then aim for the out-of-bounds area on top. The ball will enter a new area of play!

HOME ALONE

To allow Kevin to search for items as he races past them, hold the Up and Right or Left and Up buttons as Kev runs by.

HYPER ZONE

To play with the secret sound test, go to the Title Screen and hold L and R and push Start. Use the L and R and A buttons to select and play the sounds and music; use the X button to cancel.

JAMES BOND JR.

Here are the passwords are to the middle and upper levels:

Level 2: 0007 (*natch!*)

Level 3: 3675

Level 4: 9025

Level 5: 1813

Level 6: 3353

JOE & MAC

To get extra lives, finish a level with a 1-Up, return to the level, and collect the same 1-Up. When you've done this, hit Start and Select, then return and pick up one more 1-Up. Also, take a key to the first blue dot on the map and go to the bonus round. Grab the meat landing around you but don't catch the 1-Up as it falls: when it hits the ground, four will take its place. *These* you can grab!

JOHN MADDEN FOOTBALL

If you want to see the crowd close-up, go to the Title Screen and press and hold any button. Hit Start repeatedly to go through the opening screens to a tight view of the fans! To begin the game, simply release Start.

Game Genie codes:

DC3F-7DOF + DE3F-7D6F: Visitor starts ten points ahead

DC3F-7DOF + DE3F-7F6F: Home team starts ten points up

3CAC-5DDD: It's always the first down!

KENDO RAGE

To execute stage select, go to the Title Screen and push X, Y, A, B, X, Y, A, B, then Start. The stage number will appear in the Special Presents Mode. Use left and right to make your selection, then Exit.

If you ever want to reset the game in a hurry, hold L, R, Select, and Start simultaneously.

KRUSTY'S SUPER FUN HOUSE

You can go to any of the levels by inputting these codes:

Level 2: BARTMAN

Level 3: SMITHERS

Level 4: SNOWBALL

Level 5: JEBEDIAH

If you input JOSHUA, with a space before and after the name, you can go to any level whenever you want. Moreover, if you press the L and R pads simultaneously, all your pies will be restocked.

LAMBORGHINI CHALLENGE

Using the Pro Action Replay code 7E19BEFF, you'll suffer no damage.

LEGEND OF THE MYSTICAL NINJA

To win the lottery each time, quickly tap B over and over during the drawing. Here are some passwords to help you spend your winnings in successive zones:

MRbjhj

#rM/B/

ShXwow

W:3LNL

K=bPbR

1tL<H<

&xT>X>

If you want to start more fully armed and equipped, use the following codes:

- Zone 2: ?LdznP<n69J&X1\$!5nrr<kn\$xn\$q6x3
- Zone 3: zrbG;Gm;RhZJ5/9VX;DDmL;9?;9=RLP
- Zone 4: -YK95%P5;%H/;%yBn5WWP\$5yY5y2:1=
- Zone 5: kX6n\$m^\$\$@BxLZn+y\$OO-p\$N&\$ndzXw
- Zone 6: BHzwqr>q3"M1Thd82qpp>gqdtqdn3+6
- Zone 7: >%5="4j"tq?v4=kH"NNbT"=J"=9Kz
- Zone 8: K@@@11181&<G6N\$Z^%lvv:ylZzlZh&vt
- Zone 9: zrPK;;R;RhZJ5/9VX;DDmL;9?;9=R-X

MAGIC SWORD

To execute level select, choose Exit on the Options Screen. Using Controller 2, hold down L, R, and Start. Keep holding these as you push Start on Controller 1.

In Level 34, get rid of the two blocks you encounter, then go left: strike the fourth group of pillars and a secret door will open.

Game Genie Codes that will help you with this game are C2BC-D7A5 and C280-D7DD (no energy loss after collisions) and C2B4-6FD9 (no energy loss after using magic).

MARIO IS MISSING

To fight the final boss, use the password ZPF*M86

MARIO PAINT

During the Title Screen, click on the letter P. When the screen is filled in, click on the moving objects to hear what they sound like. When the star falls, click on that

and other objects will appear, to the accompaniment of harp music.

MUSYA

Codes that will take you to different stages are:

Stage 2, Catacombs: **MWTV**

Stage 3, Palace of Hate: **KVSW**

Stage 4, Cave of Darkness: **KVMW**

Stage 5, Catacombs of Akuma: **RQNJ**

Stage 6, Cursed Palace: **VKX4**

Stage 7, Hannya Shogun: **NZIN**

Stage 8, Watery Prison: **Z66F**

NCAA BASKETBALL

Game Genie codes which will help you with this game:

C265-D4D7: No five-second violations in the key

76BD-ODO7: Two-point free throw (Player 1)

C2B5-DDA9: Shot clock is stopped

NHL '94

If you want to go right to the Stanley Cup finals as Los Angeles vs. Montreal, input **BJFC1CCM1XX9VJDG**.

NHL STANLEY CUP

The most effective goalies are Chicago #30, Montreal #33, and Pittsburgh #35. The best all-around players are Detroit #19, Pittsburgh #66, Buffalo #89, and Toronto #93.

Incidentally, icing won't be called if you're down a player due to a penalty.

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING

Go to the championship with
VM.20HQDMSN0QWLT2Q

ON THE BALL

Passwords that will allow you to explore or change the game are as follows:

Second Plane: **MHWYR**

Third Plane: **HCCWD**

Final Plane: **WRJMH**

Plane Select: **QWNQP** (use Up and Down to
change the number that appears on the title
screen)

Sound Test: **NRRRP**

Best Time Display: **ZNGGX**

Change Gravity: **ZLJPJ**

Change Ball: **GFXJF**

Useful Game Genie codes include:

- C2AE-DF65:** Infinite credits
BDBC-OF65: Plus-5 bricks earn nine extra seconds
DDBB-D404: Unlimited time (unless you hit a hazard)

OUT TO LUNCH

Here are some Pro Action Replay codes.

- 7E00-8A9A:** Unlimited time
7E00-8803: Invincibility

PAC-ATTACK

To execute level select, do the following. When the Puzzle Mode Game Over Screen appears, don't select either Retry or End. Instead, hit L for every level you want to go ahead, or R for each level you want to go backwards.

PAPERBOY 2

Useful advanced codes include 5738 (bike your way to the Midway middle stage) and 6479 (go right to the more difficult "Hard Way" route).

.Game Genie codes include:

- DDBE-6808:** Infinite lives
DD67-D4D9: Infinite time
DD88-4D64: Infinite papers

THE PEACE KEEPERS

To select any of the six characters from the start, hold down L, R, and A on Controller 1 and *then* turn on the power. Keep them down until the Press Start prompt appears on the Title Screen, then enter the one- or two-player Story game.

PHALANX

To get huge power-ups *and* stage select, go to the Title Screen and hit Start. Choose System Configuration, then hit and hold R and press Start on Controller 1. When the System Configuration Screen appears, press L and R on Controller 2. When your current Stock and Credits appear, push A, B, X, and Y on Controller 2. Select Stock using Controller 1, then hit Select and Start simultaneously on Controller 2. You'll be able to up your Stock to thirty, your Credits to ninety-nine, and choose any stage to eight.

POCKY AND ROCKY

To execute stage select, go to the Character Select Screen and, while holding the X and Y buttons, press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B, and Start.

POPULOUS

Here are passwords that will take you to advanced stages of play:

Sillyland, Level 244: **J5S2N5ND**
Sillyland, Level 342: **E51D2T5RY**
Bit Plains, Level 409: **N2M4J5B**
Cakeland, Level 72: **K2LL3M4**
Grassy Plains, Level 375: **SC51SM4T**
Piglet, Level 325: **S1D2LD**
Desert, Level 988: **V4RY5ZL2N**
Francais, Level 586: **B2L41H5L4**
Rock and Lava, Level 712: **B2NGBPIL**
Japanesque, Level 900: **H5B4PIL**

To go to *any* level, choose the Conquest game and Pause. Select the World Map, hold down L and push A. Release, then hold the R pad and push, in turn, Y, B, X, A, and Select. Let go of R and choose Armageddon. On the Setup menu, choose Conquest and use the X and B buttons to pick your level.

PUSH-OVER

To go to any of the levels in this game, use these codes:

1: 00512	7: 02048	13: 05634	19: 13314
2: 01536	8: 06144	14: 04610	20: 15362
3: 01024	9: 06656	15: 04098	21: 15878
4: 03072	10: 07680	16: 12290	22: 14654
5: 03584	11: 07168	17: 12802	23: 24342
6: 02560	12: 05122	18: 13826	24: 10246

25: 10758	44: 29726	63: 16510	82: 30463
26: 11782	45: 30238	64: 16511	83: 29951
27: 11270	46: 29214	65: 17023	84: 31999
28: 09222	47: 28702	66: 18047	85: 32511
29: 09734	48: 20510	67: 17535	86: 31487
30: 08718	49: 21022	68: 19583	87: 30975
31: 08206	50: 22046	69: 20095	88: 26879
32: 24590	51: 21534	70: 19071	89: 27467
33: 25102	52: 23582	71: 18559	90: 28671
34: 26126	53: 24094	72: 22655	91: 28159
35: 25614	54: 23070	73: 23167	92: 26111
36: 27662	55: 22558	74: 24191	93: 26623
37: 28174	56: 18494	75: 23679	94: 25599
38: 27150	57: 19006	76: 21631	95: 25087
39: 26638	58: 20030	77: 22143	96: 08703
40: 30734	59: 19518	78: 21247	97: 09215
41: 31246	60: 17470	79: 20735	98: 10239
42: 32270	61: 17982	80: 28927	99: 09727
43: 31758	62: 16958	81: 29439	100: 44543

Q-BERT 3

To jump to Level 11, go from the Title Screen to Game Options, hit Start, then tap the B button eight times, You'll get a tone: hit Start to go to the Title Screen and play.

To reach twenty bonus levels, go to the Option Screen and hit B, Y, Y, Y, B, Y, Y, Y, and then hit Start to return to the Title Screen.

To get to a hidden screen, go to the Option Screen and press and hold down L and R. When you release them, use Select to move through the different scenery and credits.

RAMPART

To get to the different levels, use these codes:

Level 1:	BCBCBCBC
Level 2:	CDDDXXXC
Level 3:	BBCXBCBB
Level 4:	BBDFGDFG
Level 5:	DFDFDXTF
Level 6:	BCDFXXBT
Level 7:	BBZXTZZZ
Level 8:	YYDYCCDC
Level 9:	BXTBCDDB
Level 10:	WWTTNWWZ
Level 11:	CZCTCZCZ
Level 12:	BBBZTZDD
Level 13:	CXTXCRCR
Level 14:	CDCDXXCD
Level 15:	BZBDBXBZ
Level 16:	H PPY J Y

RANMA 1/2

To change the fighters' abilities, start a game. When the match begins, end it quickly (win or lose, it doesn't matter) and when the Continue Screen appears, hold down R, X, and A. Keep holding them until the next match starts. When the Configuration Screen appears, you can make your changes.

THE REN & STIMPY SHOW: VEEDIOTS

To start at any level, use Controller 1 to enter the following code as the Veediots logo begins to appear: L, R, A, L, R, L, B, R, and X. (You must finish before the logo is fully materialized.) Use Select to pick your stage, then hit Start.

If you want to hear the entire song at the beginning, instead of just a snippet, press R and L as it starts to fade.

RIVAL TURF

On the High Score Screen, enter the following as your name: CHRCONF. This will allow you to access the Character Configuration Screen, where you can change the names of the characters. To exit and record, hit Start.

To warp from the beginning of Level 4 to the end, you must have defeated thirty or more foes. All you need to do is enter the first open door.

ROBOCOP 3

Handy Pro Action Replay codes:

- 7EO4-6FO4:** Full arsenal
- 7EO8-4882:** Unlimited ammunition
- 7EO4-7938:** Unlimited energy
- 7EO8-5402:** Unlimited lives

ROBOCOP VS. TERMINATOR

Game Genie codes:

- DD37-C407:** Higher jumps
- FD64-446F:** Kill just ten Terminators in 3-D Stage
- DE60-4460:** Normal pistol powered-up
- 7D66-1F00:** Plasma powered-up
- DDBE-ODO5:** Infinite lives

Pro Action Replay codes:

- 7E10-C50A:** Full life bar
- 7EO2-0405:** Infinite lives

THE ROCKETEER

To access different levels, go to the Title Screen and press L, R, L, R, Down. (You should hear a clanging sound.) When the (c) screen appears, hit Start for Player Select, pick the number of players, and hit Start again to go to the Select Starting Round Screen.

ROCKY RODENT

To get unlimited Continues, do the following as the eponymous hero runs across the Title Screen: hit Y, A, Right, A, B, and A in turn. When the Options Screen appears, input ? at Continue.

ROGER CLEMENS MVP BASEBALL

Here are the codes for Chicago vs. Boston:

- Game 1: **GV4LLV FBCBBB BBBBZ BNBB14**
- Game 2: **CVCQB8 BLBBBB BBBB3 BNBB87**
- Game 3: **DVCPBO FVBBBB BBBB3 BNBB48**
- Game 4: **FV4CB8 CVBBBB BBBB3 BNBBD***
- Game 5: **GVWFBO FVBBBB BBBB3 BNBBKH**
- Game 6: **HVMSBR S3BBBB BBBB3 BNBBF5**

R.P.M. RACING

To get quick, big money for your Radical Psycho Machine, select an empty file, hit B, and go to the Shop Screen. Select any of the cars and hit B again. Highlight the square center/bottom, then use Controller 1 to input B, Left, B, Left, B, Right, B, Right, B, B, B, Left, B, B, B, Right, B, Right, B, and B. This will give you \$45 million!

R-TYPE III

To defeat the Stage 2 boss, put Force Power on the back, keep out of the way of the eyeballs coming at you, and when the boss-eye opens, hit it with a fully charged Power Beam.

To beat the tough Stage 5 boss, hit the nucleus and the alien forms: avoid its tail while shooting its chest. When it becomes a wall, attack the midsection with fully powered Beams. Then it becomes a tentacle-monster,

use Beams or Force on its eye. Finally, when it metamorphoses into a ring, stay in the center and shoot the blue spot. You're still not finished, though: when you've beaten the ring, the nucleus will return and you'll have to plug it a final time.

RUN SABER

To change colors, pause the game at any point and hit Select to change your character's color: use the button to scroll through the eight different hues.

SIMANT

To change into the Queen Ant whenever you want, go to the area between the TV and the chair, and electrify your ant in the socket nearest the colony. The word "Change" will appear, and you'll turn into the Queen.

If you want to jump to different levels—that is, pit your Ant Colony against different forces out of order—put the Super NES Mouse controller in the Controller 2 port. (Yes, only the Mouse works. Clever folks, those Nintendoites.) Using Controller 1, go to the Scenario Mode, then use either of the Mouse Buttons to light the scenarios: use Controller 1 to pick the one you want to play.

To beat Red Army Ants more easily, press A repeatedly during the battle to boost your strength and odds.

SIMEARTH

To execute scenario select, go to the Title Screen, then to the Main Menu. Choose the Scenario command but don't hit Start. Instead, hold down L, R, and Y, then press A. This will take you to the Stage Select Screen: pick one of the eight scenarios and use Start to play.

SKY BLAZER

To jump to successively advanced stages, you have to fill sixteen spaces by pressing the A, B, Y, or X buttons as follows:

A A A B	B A B X	Y Y A A	B X B B
A B A B	Y A A X	X B X Y	B B B Y
A B B A	B A B A	A B A A	Y X B A
B B B Y	X X A A	X Y X A	X B X B
X A A A	Y Y B A	Y X B B	Y X B B

SMART BALL

To execute level select, wait until the Title Screen prompts you to "Push Start Button." Push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select, and then Start. You'll be able to go right to any level up to 4-A.

SOLDIERS OF FORTUNE

To use the following passwords, choose the One-Player and CPU option, and enter—

For Brigand and Thug:

World 2: **W1V19S2SH21Q**

World 3: **R18VDQWF01VP**

World 4: **4141L1V4QVX6**

For Navvie and Scientist:

World 2: **CJW19D2QQ2XF**

World 3: **RJXVD8WFP1VP**

World 4: **4J3WLPV9XWSC**

SONIC BLAST MAN

To go to a hidden difficulty level, do the following during the Title Screen: simultaneously push and hold L and R, and press Start. When you hear "Take that!" go to the Options Screen for your new challenge.

Game Genie codes include:

DDA5-6F60: Infinite lives

C2C3-0464: Infinite dynamite punches

C2A9-04AD: Limited protection

The Pro Action Replay code **7EOF-9F50** will get you unlimited energy.

SPACE MEGAFORCE

You can program in a radar, of sorts, using the last digit of the score. On the Title Screen, push Select twice and

hold it down. The cursor will be on the Options entry. Hit Start to access the screen: when you exit Options and start the game, the last digit of the score will be 0. But when you come up on dangerous regions of play, the number will *change*, indicating the level of trouble that lies ahead, 0 being easy up to 7 for the most difficult.

Game Genie codes include:

DD656-AFAB: Infinite bombs

DD6D-O&AC: Infinite ships

CB6A-ODOD + DABA-OD6D: Start in Area 12

SPANKY'S QUEST

Passwords for the game are:

Level 1: 000

Level 3: 354

Level 5: 988

Level 2: 732

Level 4: 116

Level 6: 470

The Pro Action Replay code 7EOO-A802 will make you invulnerable.

SPIDER-MAN & X-MEN: ARCADE'S REVENGE

Game Genie codes include:

1768-646D: Start with One hundred lives

EE68-646D: Unlimited lives for Spidey, Gambit, Storm, and Wolverine (sorry, Cyclops)

Pro Action Replay codes include:

- 7E10-F880:** Infinite Spidey power
- 7EOB-297F:** Infinite power for Cyclops, Wolverine, or Storm
- 7E11-9E68:** Infinite power for Gambit
- 7FO3-BA04:** Infinite lives for Spidey, Wolverine, Cyclops, Gambit, or Storm
- 7E12-1A01:** Stage advance

SPINDIZZY WORLDS

To play on any level, use the password MIMICHAN.

STREET COMBAT

To start with fifty lives, go from the Title Screen to the Options Mode and hit Start. Highlight "Credit" and tap Select ten times.

SUNSET RIDERS

Start a one-player game: when your last life is nearly ended, hit Start on Controller 2 and resume playing with full Continues.

SUPER ADVENTURE ISLAND

To execute level select, press Start when the Master Higgins and Jeanie Jungle Screen appears. This brings you to the Title Screen: hold down L, Right, X, and hit Start to go to level select.

Pro Action Replay codes include:

7EO3-ODO5: Infinite lives

7EOd-6C17: Unlimited energy

(Note: be sure you turn off the latter code after each round)

SUPER BASEBALL 2000

If you want to kick back and watch the computer handle both teams, choose a one-player game, hold Select and push Start. On the password screen, enter one if you want (or skip it), then go to Team Select. Pick the league: the computer will do the rest.

SUPER BASES LOADED

File this one under the useless (but-you'll-try-it-anyway) trick category: at the Title Screen, press and hold down R or L on Controller 1 and hit Reset. When the credits come on, you'll be able to use the control pad to move the baseball in different directions.

SUPER BATTLETANK

To destroy a target with one projectile, pause the game at the instant the target is hit. The bullet will continue to damage the target while the game is paused: unpause after a few seconds, and the enemy will be gone!

SUPER BLACKBASS

Use the following passwords to go to the first day of the advanced tournaments. (Note: “^” stands for a diamond and “@” for a heart.)

Amateur: **LJZ^Q20X^JD11 1FB7H331B7R19**

Pro: **FBQ^P7M@CR97T 15T3D7D1JV117**

Super Pro: **15Q*F22222D5B 9DVFJ751BV9BF**

SUPER BUSTER BROS.

To execute stage select, hit Start to go to the Game Select Screen. Once there, hit L, R, R, L, Up, then Down. A pair of numbers will appear in the middle of the screen: use the arrow keys to change them, then hit Start. Select your difficulty level, hit Start, and play.

SUPER CONFLICT

To choose your starting level, go to the Level and Scenario Map with the Jeep. Anywhere on the screen, hold down B and L simultaneously. Then press and hold

X and Y. Release X, hit it again, then let go of all the buttons. Each time you press B and L together, succeeding maps will appear.

To arrange a computer vs. computer battle, put the Jeep on any unfinished area of the map, press and hold Select, then push X: the battle will begin. Watch: you may learn something!

Finally, in *Super Conflict*, you can avoid getting creamed by hitting Start. When the menu arrives, select the Preferences option and hit A. Set the Combat Mode to Long and go back to the game: when the enemy attacks, hit the R button fast and you'll retreat. Remember: it's the wise general who leaves an avenue of retreat and knows when to use it.

SUPER DOUBLE DRAGON

For unlimited Continues, play a one- or two-player game until you've just one credit left. Hit Start on *both* controllers simultaneously, and both players will get seven additional credits. This will work as often as necessary!

SUPER NBA BASKETBALL

To go to a special difficulty menu, choose a Pre-Season game, shift the cursor to Control, and hit A.

SUPER NINJA BOY

Start the game, go to the Continue option, and hit the Password Screen. Enter RZ, select End, and you'll start the game at Level 7 with \$999,999, one hundred medals, and the Yellow Aura.

SUPER NOVA

If you want to fight just the bosses, do the following during the Taito screen: hit Down, X, Up, B, L, R, Left, and then A on Controller 2. There'll be a bell if you entered the code correctly. Begin the game, and the screen will display, "Wow! You Discovered the Boss Endurance Mode!" You asked for it: now fight away!

SUPER PUTTY

To execute stage skip, pause the game and press R, A, L, L, Y. After the screen does a little dance to let you know you've succeeded, you can stage skip using Select.

SUPER SCOPE 6

To become invincible, play the Confront Mode of Lazer Blazer. Before the game begins, plug in Controller 1: use the Super Scope to start, then quickly press the X button until you've taken five hits. After that, nothing will harm you!

SUPER SLAPSHOT

On the Password Screen, enter: ".BR. C.D. BR. " (the final space is blank). Hit Start and you'll go back to the Main Menu. Chose Exhibition or Tournament, and pick your teams; on the Today's Match Screen, use Up or Down on Controller 1 to highlight team attributes. However, you can now push Left or Right to *change* the attributes as well.

SUPER SMASH TV

Do the following on the One- and Two-Player Select Screen: push Down, L, R, and Up. When you hear the sound, you'll go to a screen where you can alter your Lives and your Continues.

To go to different levels, push Right, Right, Up, Down, R, and L on the One- and Two-Player Select Screen. A sound test can be accessed on the same screen using L, R, L, L, R on Controller 1.

Pro Action Replay codes include:

- 7EO5-31O5:** Infinite lives for player one
- 7EO5-32O5:** Infinite lives for player two
- 7E18-99O6:** Unlimited weapons for player one
- 7E18-9AO6:** Unlimited weapons for player two
- 7E18-A9O1:** Invincibility for player one
- 7E18-AAO1:** Invincibility for player two

SUPER SOCCER CHAMP

To play against the Nintendo team, go to the Select Screen. Using Controller 2, press and hold Start, then hit the B button.

SUPER STRIKE EAGLE

To jump to any of the game's missions, hit Select on the Title Screen to display the Password menu. Passwords include:

Libya Day Mission:	066F87FH
Libya Night Mission:	062H869D
Gulf War Day Mission:	CGGG4724
Gulf War Night Mission:	90B68G8C
Korea Day Mission:	057F4902
Korea Night Mission:	HF3H09H8
Bonus Mission:	G6CH4228

SUPER TENNIS

Get added power by selecting any player: while his or her name is still highlighted—and using Controller 2—hit L, L, L, L, L, X, R, R, R, R, R, R, and X.

SUPER TURRICAN

To perform a stage skip, start playing, pause the game, then press Right, Left, Down, Right, A, and Start on Controller 1.

For the sound test, hold L, R, X, and A and press Start while you're on the Option Screen.

SUPER VALIS IV

To access a Level Select Screen, go to the Title Screen and input Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Select, Select, Y, B, Start.

To play in the easy mode, go to the Option Mode and hit Left, Left, Right, Right, B, B, Y, Y using Controller 1. When you enter the Option Mode, you'll find a new, easy level.

SUPER WIDGET

Codes for the game are:

Stage 2, Blue Beach:	JHKBHW or JHKKWR
Stage 3, Wonderland:	RKJSHR or WKKJWW
Stage 4, Volcano Eruption Zone:	JKJMFV or JKRLWR
Stage 5, Moon:	RBLHKH or RBKKWW

Stage 6, Ratchet's Castle:	JBKFFR or JBKHRR
Stage 7, Aqua Planet:	RJRBF or REJRHR or WJRMWH
Stage 8, Planet of the Giants:	JJRSHH or JBJKFW or JJRSWH
Stage 9, Planet of Seven Colors:	WSRMHH or RJJLHH or RSRMWH
Stage 10, Dwarf Planet:	JSRFKL or JJJLHF or JSKHHH
Stage 11, Home Planet:	WLKKKL or WSKRKL or RKLBHH
Stage 12, Flim Flam Station:	JLLJKL or JSLHKL or JLLSFH RMLLKL
Stage 13, Space Wonderland and the Water Planet, difficulty one and two:	
Stage 14, Ghost Ship, difficulty three:	HWBLBF
Stage 15, Star of the Demons, difficulty four:	LRBBJJ
Stage 16, Mega Slank Base, difficulty five:	KFBRSJ

TAZ-MANIA

In order to get ten Continues, go to the Options Menu and press B, A, Y, A, X, and A. To get twenty Continues, hit Y, X, B, X, A, X, L, R, B, A, Y, A, X, and A. To engage stage select, push A, Y, A, Y, X, Y, B, A, R, and L.

TEENAGE MUTANT NINJA TURTLES IV: TURTLES IN TIME

To start with ten Turtles instead of three, go to the Title Screen, highlight Option Command, and using Controller 2 rapidly hit Up, Up, Down, Down, Left, Right, Left, Right, B, and A. Hit Start on Controller 1. If you got it all in quickly enough, you'll go to the Option Screen: choose Rest and pick ten Turtles.

To get multiple Continues, press Start on Controller 2 during your last Continue. You'll be able to continue with all your lives.

THUNDER SPIRITS

When the "Push Start" prompt appears, hit the B button rapidly. Don't start playing: just keep punching, even after the Title Screen and prompt appear again. This will enable you to build up ninety-nine lives. However, the game will go back to zero after you have ninety-nine, so make sure you count the "pings" and don't lose count!

TOM & JERRY

To skip stages, pause the game then hit L, X, A, Y, Y, B, and R. You'll go right to the end of the stage; this trick works on every level.

To get ninety-nine lives, pause the game and input L, Y, B, B, A, X, Y, Y, B, and R. If you entered the code correctly, the game will resume automatically. Though your life counter will only read "9," you have eleven times that number!

TOP GEAR

Codes for different competitions are:

	<i>Amateur</i>	<i>Professional</i>	<i>Championship</i>
South America	MOONBATH	FOUR MEG	EDUCATED
Japan	GEAR BOX	LEGEND	OILCLOTH
Germany	CAR PARK	THEWORLD	WRECKAGE
Scandinavia	ROAD HOG	LETSRACE	CARACOLE
France	EMULATOR	ALCHEMY	EPYLLION
Italy	ANALYSER	A LOOPER	GLUCAGON
U.K.	HORIZONS	SEASONAL	KEELSON

TOP GEAR 2

Game Genie codes include:

- DC2A-4D6D:** Start with ten Nitros
DEC5-405E: Second engine is half-price
D9C6-415E: Second gear box is half-price

TOTAL CARNAGE

Game Genie codes include:

- C932-341E:** Infinite lives
4029-3F12: Infinite time bombs
D6B3-C764: Stronger shields

Pro Action Replay codes include:

- 7EO4-8003:** Infinite lives (player one)
7EO4-C803: Infinite lives (player two)
7EO4-8103: Infinite mines (player one)

TROODLERS

The solo passwords (some of them rather amusing) are:

- | | | | |
|------------|--------------|-------------|-------------|
| 1: BLDT | 17: TWTRBS | 33: CRLCBS | 49: HCKBCK |
| 2: NSWT | 18: DNTMX | 34: SLPNSLD | 50: LTTD |
| 3: PYRMD | 19: HLPMT | 35: KYX | 51: PSDT |
| 4: CLRT | 20: MNNS | 36: CLDCRS | 52: DRPMN |
| 5: SPHNX | 21: NPRBLMS | 37: STNM | 53: PSSBL |
| 6: QRTT | 22: TRSRS | 38: HRDRND | 54: CLSP |
| 7: CNTRN | 23: STRRM | 39: FRSTGNS | 55: FLSRN |
| 8: RDGMS | 24: PNDDWN | 40: CRSSFR | 56: JWLPSH |
| 9: CRSSD | 25: TCHN | 41: RNFRT | 57: GDTRY |
| 10: SKPRND | 26: NNN | 42: NRLS | 58: NBYN |
| 11: PCKDP | 27: SXRMS | 43: NFRFLL | 59: LSM |
| 12: PLLRS | 28: THTWR | 44: RNRND | 60: MNHNTR |
| 13: BZZZZZ | 29: GFRHRT | 45: BDBRD | 61: XCLLNT |
| 14: FVRWS | 30: NWTHNG | 46: CVRTHM | 62: BMPRD |
| 15: TGHTTM | 31: BLR | 47: SVBLCKS | 63: WTFRT |
| 16: SYN | 32: CRLWORLD | 48: GLMR | 64: RCKBLST |

65: NWSTLL	74: MRFN	83: BDBMBS	92: DRCTNS
66: FRMBV	75: SPNRND	■: SLMN	93: BRDGMN
67: SMSHHTS	76: LITT	■: MNDTCH	94: FLLT
68: CRSHRSH	77: LLBT	86: FRSTFRST	95: CLRRN
69: FRSTFR	78: BNCT	87: GDLCK	96: TFR
70: BRNT	79: RNDRPS	88: TMHNTR	97: SWTHT
71: RMBLHT	80: FRNDC	■: NDLY	98: HVYDTY
72: MXTR	81: SLWBRN	90: NPLLPLG	99: TWKY
73: RTHRHRD	82: STLLM	91: GNZN	

TRUE GOLF CLASSICS: PEBBLE BEACH GOLF LINKS

In the tenth slot of the registration list, use the name T&ESOFT. Thereafter, you can call up the names of the game programmers by holding down L and Up and hitting Reset. To win the game, hold L and Down and press Reset. To go to the Main Menu when you start the game, hold down L and Left and tap Reset.

TUFF E NUFF

To fight as any character, including the bosses, go to the Title Screen. At the Select Mode, use Controller 1 and hit Left, Left, Left, Right, Right, Right, Left, Left, Left, Left, Left, Left, and Left. Hit start to begin: if you hear an explosion, you did it correctly. What's more, you'll find that there are more characters than you *thought* there were!

To play a two-player game as the bosses, repeat what you did above, then Reset. On the Game Select Screen, push Right, Right, Right, Left, Left, Left, Right, Right, Right, Right, Right, and Right, then Start.

TURN & BURN: NO FLY ZONE

Access codes include:

GSZWBFTP
RRHCZJVM
PDTBCZNJ

WAYNE'S WORLD

To perform stage select, wait for Wayne and Garth to vocalize on the Title Screen. During their chant, hold X, L, and R at the same time, then release and simultaneously push Up, Y, and B. Use Select to choose the level.

To shut off the music (but not the sound effects or voices), pause the game using Controller 1, then hit Start on Controller 2. Hit Start on Controller 2 to bring it back again.

Game Genie codes include:

C28F-0704: Infinite lives
C2BC-D728: Infinite worthiness

WING COMMANDER

Enter the following during the Title Screen: B, A, B, Y, B, Y, L, A, R, A, and Start. This will take you to an options menu that will allow you to do stage select, a sound test, and become invincible.

WING COMMANDER: THE SECRET MISSIONS

To execute stage select, a sound test, or become invincible, go to the Title Screen, use Controller 2, and hold L, R, Select, and Start. While holding them, press Start on Controller 1 for the Options Screen.

WINGS 2: ACES HIGH

Here are a few odd codes for you:

Stage 5: BV!wv!HLPQCMF
 Stage 7: Bt!jGX!dGLZST
 Stage 9: CG!YPDM41V!G1!
 Stage 11: !7zGW7R6xmB!2
 Stage 13: G!!dPNG1BQFD6
 Stage 15: NHQCKwb1HXQ
 Stage 17: d8!zhF!GNLM2G
 Stage 19: W7!JBWCMGr!M1
 Final Stage: BBHnwLL1CB!r

More codes:

Bombing Runs:

FGXHMBQ!nG!xF hVY09Gs4BG!Z 7dx12G8MwR!Z
 T!BRLQ!wC71BF! 6m!CQG!NCGGL8

Strafe:

r5xKNJH2pg!3 LHxPFCb!4!!!BsG! B!HdPBB!gQLTB!
 sZG70wW6HBF

Dogfight:

HMdMJ6C!brG!v!	7YW2yn!R7Hzh	zq5gPNL8Hq!B
jX2TBGnkGC!w	S!!dNpG9BwH96	!c!LIKGsKQFXj
!4!FIGCwPQk8Y	DvkbP4T!dXwB	

WOLFCHILD

To become invincible, make your way through Level 1. When you've beaten the boss and lift your arm, press and hold A, B, and Start. If you manage to avoid touching the Energy/Mutation Icon, you'll remain unbeatable!

WORLD HEROES

To change the color of your clothes, simultaneously hit Start and Select when picking your character.

WWF ROYAL RUMBLE

To make your normal punch a super-punch, hit B and Y as the copyright information begins to fade at the beginning of the game. You'll hear a grunt if the code "took."

To pit a Wrestler against himself, go to the Selection Screen and push L to stop the WWF logo from moving. Then hold both the L and R buttons without making the logo move again and, while holding them, hit Select. This will enable you to pick any Wrestler twice.

Pro Action Replay codes include:

7EOO-3D01:	Extra-fast walk
7EO2-3101 + 7EO2-7BD9:	Opponent can't get to you

YOSHI'S SAFARI

If you want to play a more difficult quest, without going through the entire game to get the code, do the following during the Title Screen: simultaneously push L, R, X, Y, and Start. If the screen fades and the background goes purple, you'll know you've done it.

Game Genie codes to help you along include:

C2E9-47DE:	Infinite time
DD6B-1DOO + DD26-11AF:	Infinite power
C228-376D:	Infinite lives
C221-116D + C283-4FAE:	Near-infinite health
D96B-1DOO + D926-11AF:	Lose power slowly
DF6C-1460 + DF2B-156F:	Gain power quickly

Afterword

This is important. It's not a strategy or tip: it's a warning.

Like a page out of Link (or McCarthy), our industry is being singled out for witch-hunts. As this book was being completed, the author received a letter from Senator Joseph Lieberman (D, CT), summing up the hearings he held in December of 1993 and March of 1994 regarding videogame ratings.

The Senator wrote, in part, "I am sorry that we do not agree on this issue (*an understatement*), but I feel that parents and other members of the public need to be able to distinguish video games which are appropriate for children from those which are not."

Lieberman went on to suggest that the videogame industry obviously agrees with him, since "an industry task force has formed to offer a voluntary industry approach" to labeling games.

Yeah, right.

The task force was formed *not* because the industry necessarily agrees with labeling. Videogame makers were strong-armed: they did what they had to do to keep opportunistic politicians and misguided psychologists from putting them out of business.

We repeat what we said in our Introduction: labeling is tantamount to censorship. Once you stamp the boxes and cartridges with any kind of "adult" rating, retailers will refuse to carry the games in much the same way that most theaters won't show NC-17 movies and many chain stores won't stock recordings with advisories.

That's flat out wrong. So what, then, should be done to try and satisfy everyone?

We suggest that instead of labeling the games *on* the games, manufacturers do what we've done in this book: publish lists of ratings, along with detailed information about game contents, and let interested parents ask to see the lists at stores. That way, information can be disseminated to concerned parties without the stigma of a Scarlet Letter.

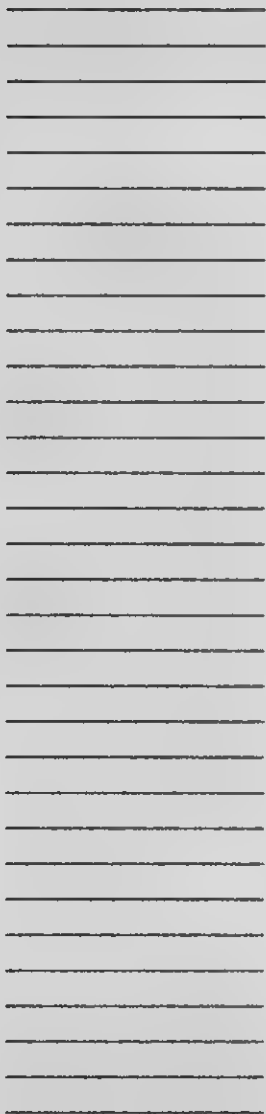
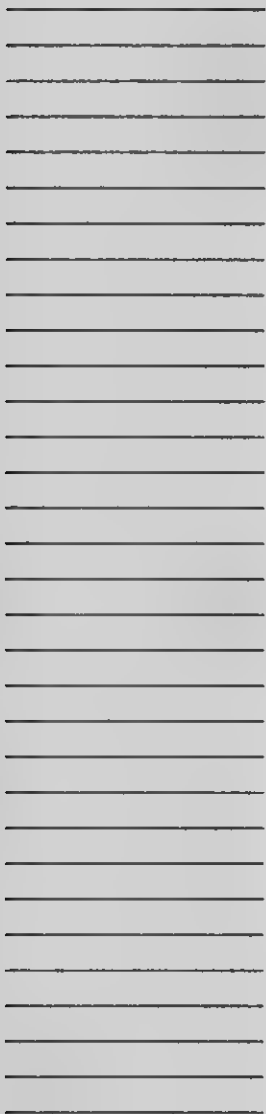
Meanwhile, we suggest that readers contact their representatives and express disapproval of Congressional interference. Because once these self-appointed guardians have brought videogames to heel, other forms of entertainment will follow. (Don't believe it? Remember how we got the watchdog Comics Code Authority, followed by the movie ratings system and record ratings. And how effective have *they* been? Do you know any kid who's wanted to see *Serial Mom* or hear Adam Sandler's comedy album and *hasn't*?)

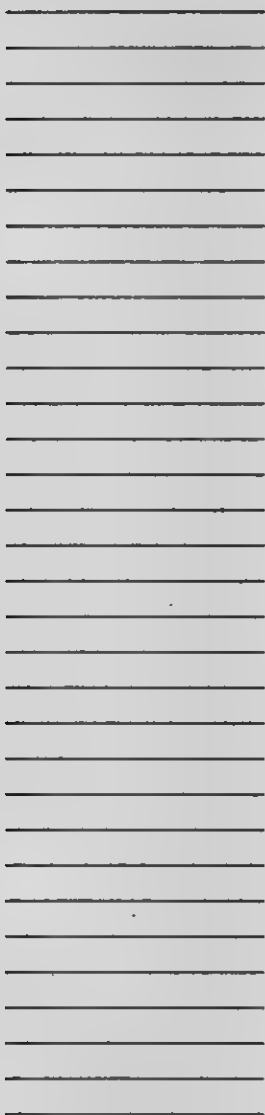
We also suggest to software manufacturers that they think carefully about the mainstream release of what might be considered extreme games. There's some pretty rough fringe stuff out there, and perhaps it should be sold through specialized outlets or accessed with a special code. (Yes, segregation is an unpleasant compromise. But it may deflect the wrath of the pseudo-righteous.)

And finally, we suggest to our leaders that they worry about the quality of our air and water, health care, economy, the homeless, crime, and foreign relations. Maybe then the evening news wouldn't be more horrifying than anything a videogame designer could ever concoct.

Notes and passwords

[illegible]





1. The first part of the document discusses the importance of maintaining accurate records of all transactions. It emphasizes that proper record-keeping is essential for the transparency and accountability of the organization. The document outlines the various methods used to collect and analyze data, ensuring that the information is reliable and valid. It also mentions the need for regular audits to verify the accuracy of the records.

2. The second part of the document focuses on the financial aspects of the organization. It provides a detailed breakdown of the budget, including the expected revenue and expenses for the upcoming year. The document also discusses the various financial risks that the organization may face and the strategies to mitigate them. It mentions the need for a strong financial foundation to support the organization's long-term growth and sustainability.

3. The third part of the document addresses the human resources aspect of the organization. It discusses the current state of the workforce, including the number of employees, their skills, and their experience. The document also outlines the various initiatives to improve the workforce, such as training and development programs, and the need for a strong leadership team to guide the organization through its challenges.

4. The fourth part of the document discusses the legal and regulatory aspects of the organization. It mentions the various laws and regulations that the organization must comply with, and the steps taken to ensure compliance. The document also discusses the need for a strong legal framework to support the organization's operations and the various legal risks that the organization may face.

5. The fifth part of the document discusses the environmental and social aspects of the organization. It mentions the various environmental and social issues that the organization must address, and the steps taken to ensure that the organization is operating in a sustainable and socially responsible manner. The document also discusses the need for a strong environmental and social framework to support the organization's operations and the various environmental and social risks that the organization may face.

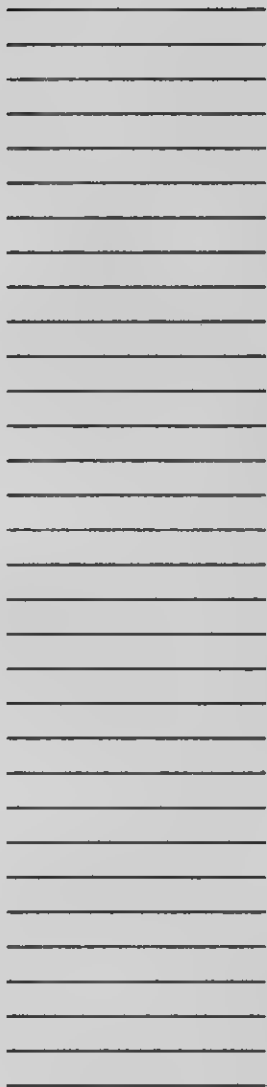
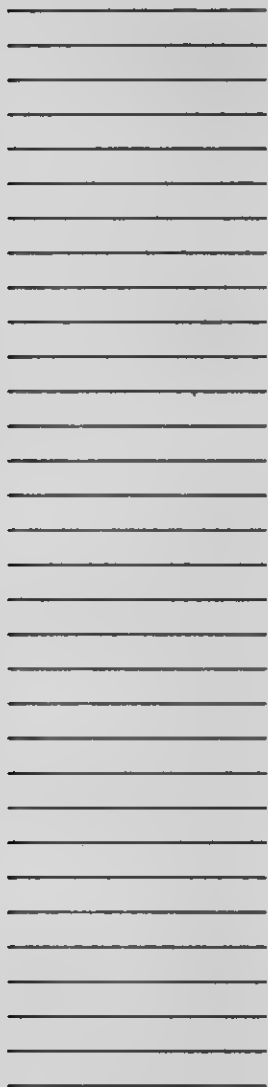
6. The sixth part of the document discusses the organizational structure and the various departments that make up the organization. It mentions the various roles and responsibilities of the different departments, and the need for a strong organizational structure to support the organization's operations. The document also discusses the need for a strong communication framework to ensure that all departments are working together effectively.

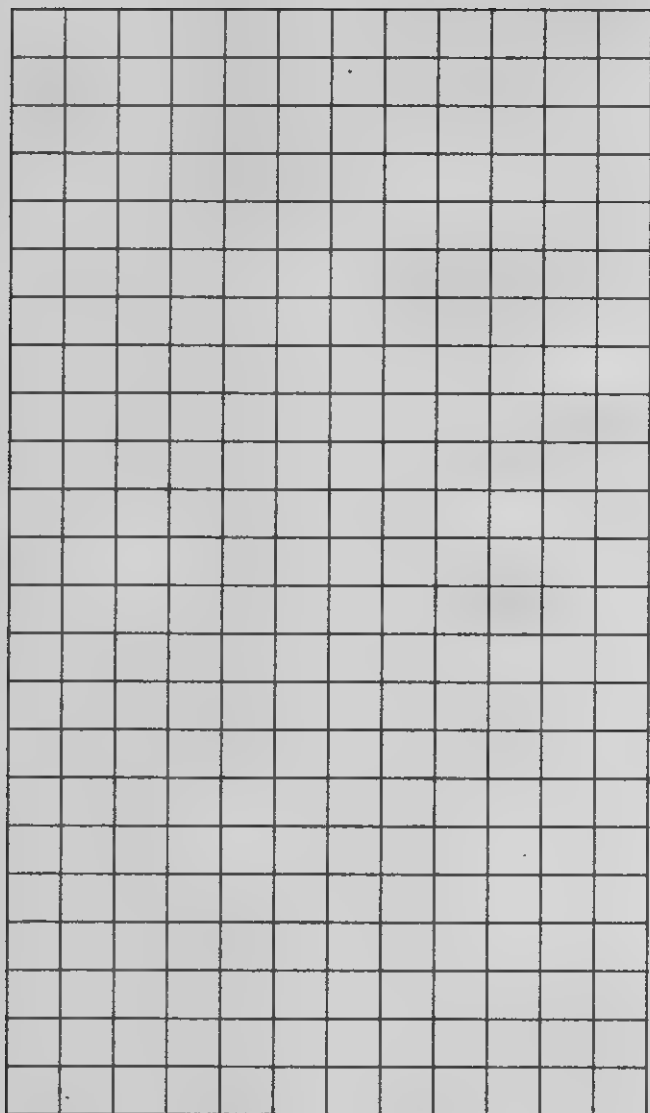
7. The seventh part of the document discusses the various challenges that the organization may face in the future. It mentions the various risks that the organization may face, such as changes in the market, changes in the regulatory environment, and changes in the workforce. The document also discusses the need for a strong strategic plan to guide the organization through its challenges and the various strategies to mitigate the risks.

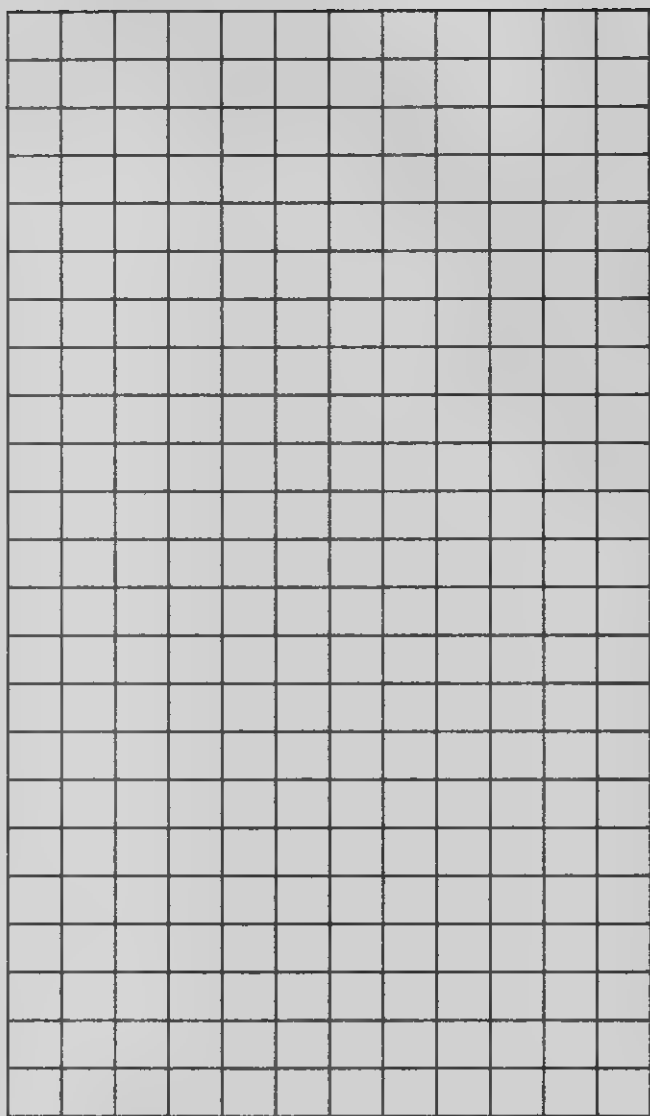
8. The eighth part of the document discusses the various opportunities that the organization may face in the future. It mentions the various areas where the organization may be able to expand its operations, such as new markets, new products, and new services. The document also discusses the need for a strong strategic plan to guide the organization through its opportunities and the various strategies to capitalize on the opportunities.

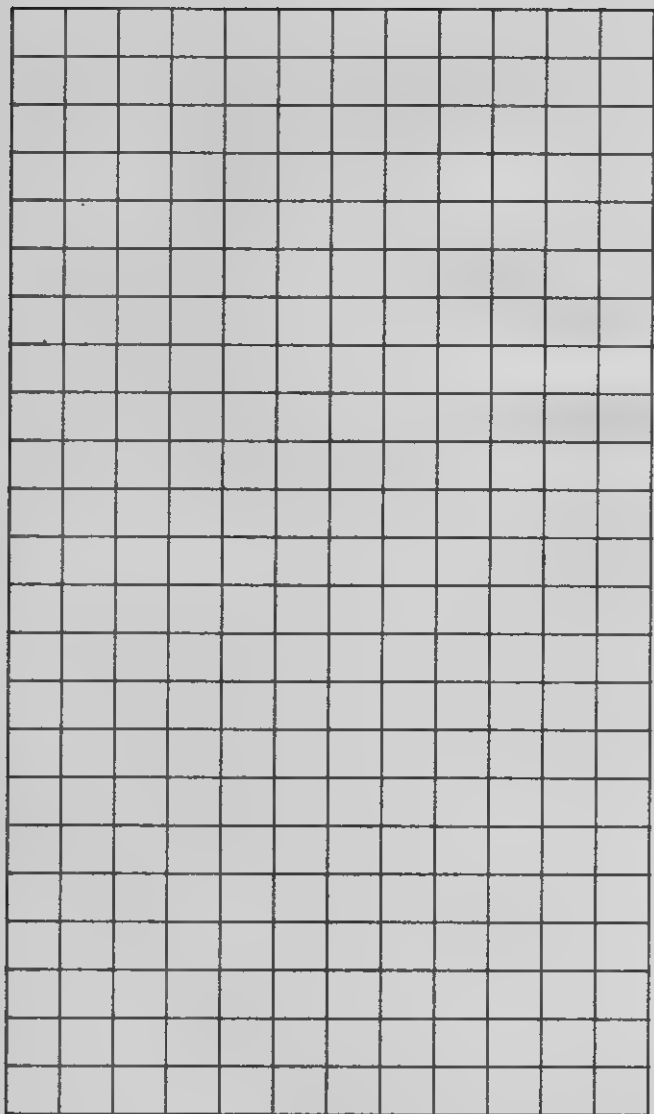
9. The ninth part of the document discusses the various conclusions that can be drawn from the information presented in the document. It mentions the various key findings of the document, and the need for a strong conclusion to summarize the information and provide a clear direction for the organization's future. The document also discusses the need for a strong conclusion to provide a clear direction for the organization's future.

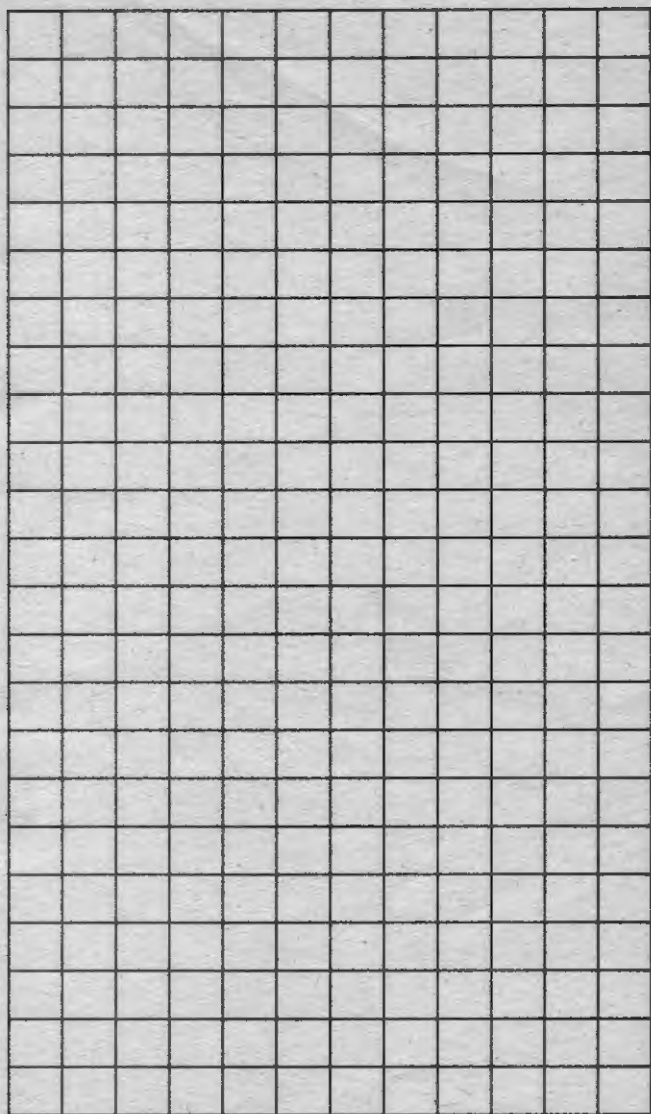
10. The tenth part of the document discusses the various recommendations that can be drawn from the information presented in the document. It mentions the various key findings of the document, and the need for a strong recommendation to provide a clear direction for the organization's future. The document also discusses the need for a strong recommendation to provide a clear direction for the organization's future.

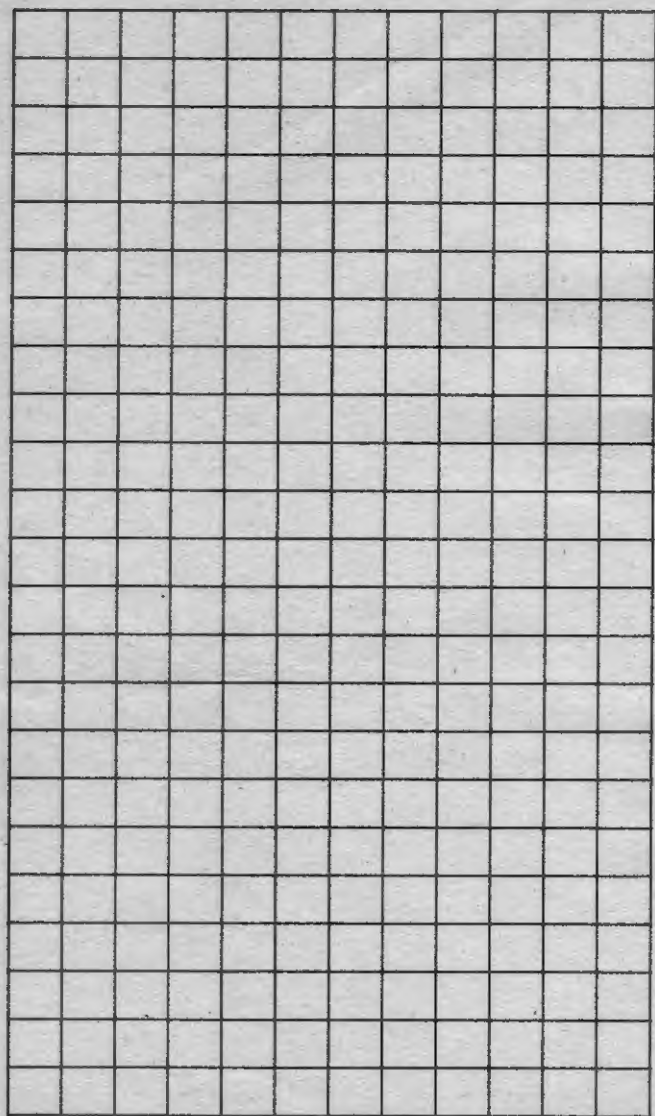












WITH THIS GUIDE IN YOUR HANDS, YOU'LL NEVER BE SECOND-BEST AT SUPER NES AGAIN!

As if 16 bits of mind-warping powers weren't enough, along comes the latest generation of Super Nintendo Entertainment System games on awesome, processor-enhanced carts which offer better sound, amazing Mode-7 Perspective graphics and even greater challenges.

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